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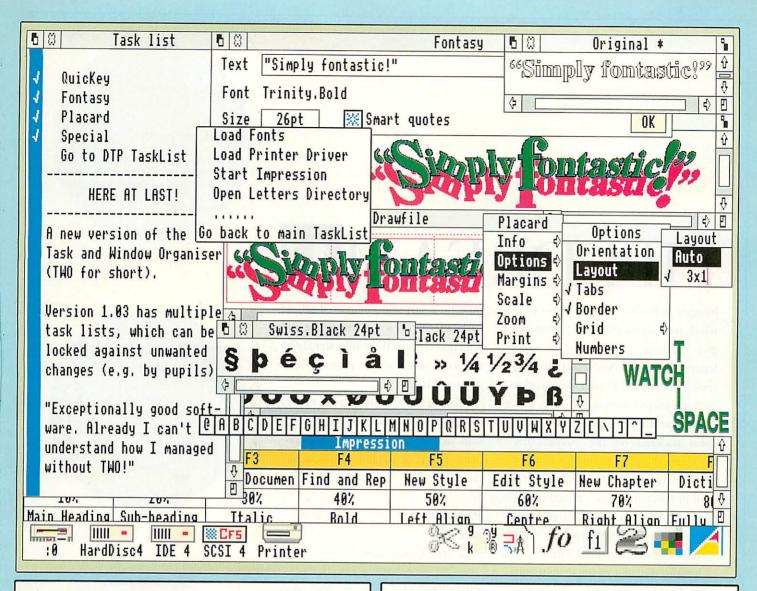
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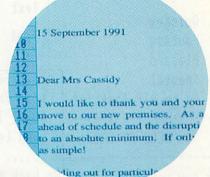
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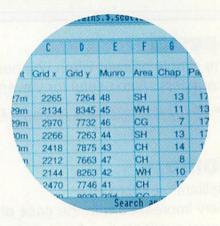
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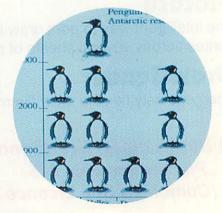
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JUNE 1992 ISSUE 119



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PRODUCED ON THE ARCHIMEDES

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107 ARCOL DESKTOP



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COMPUTERS BY THE TROLLEY LOAD

trolley-filling philosophy of megastore shopping translate to computer buying? Well, if the Croydonbased PC World store is anything to go by, it can.

PC World, part of the Vision Technology Group, claims to be the largest PC store in the UK, with over 30,000 sq feet of floor space and over £1.5 million-worth of stock. Selling most brands of personal computer, including Acorn A5000 and BBC A3000 machines, there are special demonstration areas for both hardware and software. There is also a special area where software can be loaded and the machine of your choice fully checked before you leave the store.

PC World's managing director Jan Murray agrees that computers have become commodities, and that the demand is there for more out-of-town megastores like PC World. Indeed, the company is planning to open at least one new store in the near future, in north London

Since taking over Simnett Computers in 1990, the company has become one of Acorn's largest dealers, selling several thousand units per year. 'We have a wide variety



Managing Director Jan Murray with an A5000

of customers who are looking for Acorn products, ranging from educationalists concerned parents who want to buy the same computers as their children use in school.

'Although Acorn is still regarded as an expensive

option, we believe there is plenty of potential for the brand.' PC World is on the A23 Purley Way, Croydon, Surrey. It opens seven days a week (9am to 7pm Mon-Fri, 9am to 6pm at weekends). Tel: 081-649 9000.

NEWS IN BRIEF

 DURING the nine months from April to December 1991, the BBC A3000 computer gained a 37 percent share of the UK schools' computer market, according to a report from the Research Support and Marketing Organisation. This is 6 percent up on last year and more than five times the share of any other computer.

Computer models from Research Machines, Apple, and IBM all failed to break the 10 percent market share barrier. It is now estimated the A3000 represents 15 percent of all the half-amillion-plus computers installed in schools. Acorn's new general manager of education, Peter Talbot, said he was delighted but not surprised by the figures. His former employers, Commodore, failed to show significant success in gaining a foothold with its computers in the education market, despite determined efforts.

 A MAJORITY stake in Newcastle-based Wild Vision has been acquired by Computer Concepts. Wild Vision is best known for its Hawk V9 digitiser and Chroma Series for the Archimedes.

Computer Concepts' Charles Moir told BAU that his company's relationship with Wild Vision means that the software team at CC's Hemel Hempstead HQ could continue with its software projects, like Impression and Art-Works, while Wild Vision's hardware expertise would benefit from CC's software know how. 'It has become clear that the two companies complement each other very well,' commented Moir. Both companies are preparing for an expected boom in multimedia products later this year. Wild Vision's Peter Wild added: 'Not only will our relationship with Computer Concepts provide excellent software opportunities and financial advantages, but I believe that this turn of events will prove catalytic in giving Wild Vision's desktop video products a considerable step-up in the multimedia arena.' Both companies will continue to operate with their own corporate identities, but we can expect several joint ventures in the future.

ACORN WEATHERS THE RECESSION

THERE has been a welcome return to profitability by Acorn according to results published for the second half of 1991.

A net profit of £694,000 for the second half of the year to December 1991, more than compensated for a £420,000 loss during the first half of that year.

Operating profit was more than halved from £2.6 million to £1.1 million. After interest payments and £102,000 attributed to a loss in a 'related' company, the final net profit was £274,000 compared with £1.58 million in the previous year.

Improved margins and tight control countered a recession-lead erosion of overall sales volume from £45.1

million to £40.9 million. During the year Acorn managed to move from an overdraft of £6.5 million to £1.4 million in the black. The previous year's losses were brought forward so that no tax was chargeable in the year 1991.

Acorn's recovery was not helped along, as has been the case in the past, by any extraordinary items outside the company's main business of selling computers, so the results can be regarded as reasonably impressive.

Advanced Risc Machines Ltd, the spin-off company cofounded by Acorn, Apple and Technology, has exceeded all of its targets and is performing well according to Acorn (see page 9).

Acorn subsidiaries in New Zealand and Australia both increased their market shares.

Acorn's chairman and director of corporate developments. Ernesto Musumeci, congratulated Acorn's employees around the world: 'They have been the key in achieving the company's successes in a period of economic recession. It is because of their quality and hard work that Acorn's principal shareholder, the Olivetti Group, continues to hold such confidence in the company.'

No dividend was issued to shareholders. However, upon the release of the results, Acorn's shares rose by 40 percent within two days. For further information, contact Acorn on (0223) 245200.

Desktop Thesaurus

Desktop Thesaurus contains over 11,000 keywords and nearly 90,000 carefully chosen alternative words. It is ideal for developing language skills in the office, in school or at home.

The synonyms for the required keyword are listed in a scrolling window according to parts of speech, so nouns, verbs etc are grouped together. Clicking on any synonym itself then selects that word as a keyword and displays its synonyms, allowing you to browse through the data for the ideal alternative word. You can step back through earlier keywords, or step through the keywords in alphabetical order. When you have located an alternative word, it may be transferred instantly into almost any compatible application for you. Ideal for use with Ovation, Impression, Edit, Pipedream, 1st Word Plus, Pendown, Desktop Folio and other desktop publishers and word processors.

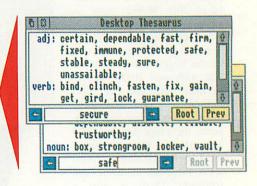
Desktop Thesaurus uses a compression system allowing the Thesaurus data to use disc space efficiently. Thesaurus data is accessed directly from disc saving valuable RAM, but is almost instantaneous from hard disc (a little slower from floppy disc).

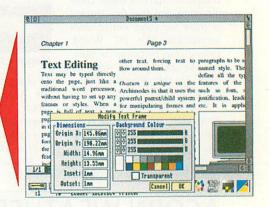
Thesaurus data may be exported as plain text for editing, and the modified file re-imported into the Thesaurus. This powerful feature allows the Thesaurus to be easily modified or expanded. Due to the large size of the uncompressed data file, it is not possible to use this feature on a 1Mb RAM machine.

Price £19 + VAT

Site Licence Price £95 + VAT







Ovation

Ovation sets new standards of quality and value by offering professional features in an easy-to-use package at a very competitive price. We guarantee that you will be able to produce high quality documents within hours of opening the package. Ovation provides a formidable array of desktop publishing features, yet can be used just like a traditional word processor to produce single page letters or entire books with complete ease. The package includes a 250 page user guide suitable for both novices and experienced users, a quick reference card, 7 outline fonts, and a range of clipart.

- multitasking/multi-documents
 full WYSIWYG display
- fast spelling checker (needs 2Mb) variable views headers/footers
- font size 1-1000pt master pages import draw & sprite files
- full colour support linked frames multiple columns stylesheets
- definable frame borders
 auto hyphenation (needs 2Mb)
- find & replace line drawing cut, copy, paste via clipboard
- dot-matrix & laser printer drivers

Price £99 + VAT

Site Licence £475 + VAT

C Development System

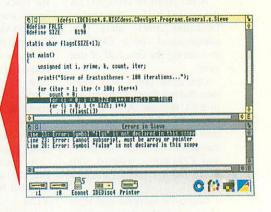
The C Development System is a complete C language conforming to almost all of the ANSI specification. The package contains a compiler which is quick, easy-to-use and generates ARM code which may be linked to other programs using the linker.

Also included is a multi-tasking editor from which programs may be written, compiled and executed without leaving the desktop. In fact you can compile, link and run C programs at the press of a key. The compiler errors are automatically highlighted in the editor for easy correction making it ideal for beginners learning C.

The package also includes a range of RISC OS functions, a library manager for creating new libraries, a Make utility, and a built-in ARM assembler for advanced users.

Price £77.39

Site Licence £385 + VAT





ARC CHARTS ELECTION FEVER

WELSH television viewers enjoyed Archimedes-generated graphics to show the results of the recent general election. BBC Wales decided to go for an unorthodox and more cost effective solution than the usual Quantel Paintbox-based system for generating animated on-screen graphics. The

Cardiff-based company, Now Motion, was chosen and it used six Arc machines. Three Arm3-fitted A440s were connected to a Millipede Prisma 3 high-resolution graphics board; one provided a headline flashed on a strip along the bottom of the screen, while the other two generated full-screen

ent templates. A fourth A440 was hooked into a Dec minicomputer, based at BBC Wales, which provided results. The fifth Archimedes was an A310 providing staff with scrolling data on the 40 most recent declarations, which were also relayed to BBC Radio Wales and Radio Cymru. Another A310 was used as a slave and to show presenters which graphic was about to be shown.

The software, all running under Risc OS, was written by Now Motion's Carl Blundell. He explained why he chose a system based on the Arc: 'Conventional TV graphics tolls, such as Quantel, cannot produce animated bar charts without considerable manual effort. However, Acorn's multi-tasking desktop environment provides a powerful graphics environment'.



AVATAR, a new multi-user role-playing fantasy game running on a single Archimedes 440, has become available on the Silicon Village online viewdata service for computer enthusiasts. The game itself is a hybrid of Assembler and compiled Basic. Players assume the role of a 'godling' character which has to accumulate wisdom and other attributes and develop into a 'full god'. Eventually the system will be connected to Silicon Village via an Ethernet link.

NEWS IN BRIEF A NEW software package

designed specifically for school

physical education departments

has been produced by Selective

Software of Street, Somerset.

The package, called SportsDay,

organisation of a sports event.

Teams, competitors and results

can all be managed by the com-

puter and there are hard copy

options for scores, and so on. It

costs £22.50. Contact Selective

Software on (0458) 43079.

helps in the planning and

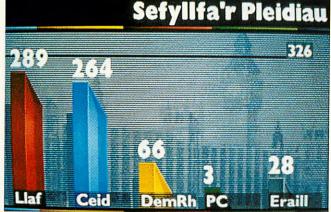
To access the Silicon Village demonstration service, set your comms software to viewdata and dial 081-756 6996 using an ID of ten 4s and a password of four 4s.

 SOFTWARE developers and educational establishments are being offered a mastering service based around Acorn's recently launched Replay multimedia 'movie' software. Replay-compatible ARMovies can be produced by Cardiff-based Uniqueway Ltd from a variety of source-media including video tape or film.

A wide variety of video tape formats is supported. Completed ARMovies are supplied on magneto-optical disc or hard disc. Turnround can be as fast as 72 hours for short movies. The service costs a basic £100 per minute, with a minimum charge of £300 or £200, depending on the source media. Fast 25 frames per second movies are slightly more expensive.

Uniqueway points out that Acorn Replay movies are much higher quality than Apple's rival QuickTime technology for the Apple Macintosh.

Contact Uniqueway Ltd on (0222) 615782.



Election graphics created with the Archimedes-based system

WATFORD WINS BUSINESS AWARD

MAJOR Acorn dealer, Watford Electronics, recently won £500 and a cut glass trophy for finishing first in the Marketing Innovation section of the Hertfordshire Business Awards.

The competition was organised by Hertfordshire Training and Enterprise Council (TEC).

Watford Electronics was cited for stepping up its investment in research and development despite the onset of an economic recession.



Watford Electronics' MD, Nazir Jessa (centre) receives the award

QUEEN'S AWARD FOR ARM CHIP

ACORN has won its second Queen's Award for Technological Achievement. The award is for the development of the 32-bit Arm (Acorn Risc Machine) microprocessor now installed in over 180,000 Acorn Archimedes computers. Work on the Arm chip first started back in 1983.

Working samples were available by 1985, several years before the rest of the industry decided that similar technology was the way forward. Risc (reduced instruction set computer) technology is now the leading growth area in computing. Arm chip development is now handled by the Acorn spin-off company Arm Ltd, jointly owned by Acorn, Apple Computers and VLSI Technology.

Unlike most of its more recent Risc competitors, the Arm chip remains very compact and requires relatively

little power, making it ideal for portable computing applications. The Arm is also easily customised.

Acorn first won the Oueen's Award back in 1983 for the design of the original BBC micro. Acorn's managing director Sam Wauchope commented: 'The Arm processor represents a major step forward in computer technology and all of us are very proud of this achievement.'



'ION' OUT IMAGING PROBLEMS

CAMBRIDGE Software House has gained exclusive initial supplies of Canon's latest stillvideo camera, the Ion RC560.

The first shipments of the new camera - which will lie at the heart of CSH's new Professional ColourMaster digitising system for the Archimedes - have just arrived in Cambridge.

The Ion RC560 features a number of improvements over the original RC260 model. An enhanced picture mode is now supported which effectively provides an interlaced picture, although this does halve the



The CSH digitising system is based around the new Canon Ion camera



A picture 'grabbed' using the new Canon Ion camera

camera's 2.5in magnetic disc storage capacity due to the larger amount of data. A 3x zoom lens with autofocus now replaces the fixed focus, fixed focal length lens. An infra-red remote control enables the user to arrange pictures so that several can be printed together.

ColourMaster Professional includes the Ion RC560 camera, infra-red remote, a high quality video digitiser, a 35mm transparency holder, cables plus software. The retail price is £2250 plus VAT or £1995 plus VAT for education. For more information contact Brian Richardson at CSH on (0480) 67945.

SUNNYHURST Software in Lancashire has produced a low cost disc containing Draw files designed for use by pupils at key stage 2. The idea is that these drawings can be used to gain experience and confidence with Draw. The Draw Ideas disc is priced at £4.50. For further details contact Sunnyhurst Software at 3 Earnsdale Avenue, Darwen, Lancs BB3 1JW.

NEWS IN BRIEF

ARM LTD has announced that the latest member of the new Arm6 Risc processor family, a development of the same processor technology used in Acorn Archimedes computers, has been completed in record time.

The new Arm610 was initiated in November last year and first supplies were delivered in February this year. The Arm610 is an optimised design, which leaves out the maths co-processor interface, delivering 15mips performance at a clock speed of 20MHz, which is faster than the Arm3 used in Acorn's A5000 and A540 computers (13.5 mips at 25MHz).

- CALLING all EMR software users. Club A3000, in association with Archimedes music specialists EMR, is to hold a masterclass/ tutorial for users of EMR Studio 24+ software. EMR's Mike Beecher will be there to help users brush up their Studio 24+ skills. A limited number of seats are available for the event, which will take place at Mill Hill School in London on Sunday May 17. For further details contact Rene Barreto on 081-445 2126.
- COLOUR has been added to the capabilities of the nine- and 24-pin dot matrix Panasonic QuietPrinter range. A sevencolour palette - including magenta, blue, violet, yellow, red and green - is now optional for KX-P2123 (£340) and KX-P2180 (£270) printers. Contact Panasonic on (0344) 853915.
- In BBC Acorn User last month we stated that Teleview was distributed by SJ Research. In fact, it is being distributed by the Dudley Education Centre. Tel: (0384) 634155.

SEE CADET

MINERVA Software is to release CADet, a 2D computer aided design (CAD) package suitable for educational use, later this month. The package is fully multi- tasking and uses Risc OS printer drivers for output. It also includes HPGL plotter support for up to A3size pages.

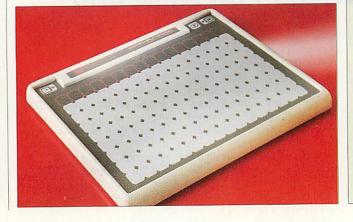
There is a user-definable symbol library for all those strange shapes, and fill types include several used in Ordnance Survey maps, such a trees, grass and swamps. Drawings can be imported and exported as Draw files and files such as those from Auto-Cad can be imported. CADet will cost £149 plus VAT. Contact Minerva Software on (0392) 437756.

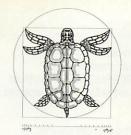
TRY BEFORE YOU BUY

POTENTIAL purchasers of the Oldham Overlay Keyboard for BBC micro or Archimedes computers can now try it out before they buy.

Simnett Computers is offering this year's British Educational Technology award winner on 30 days sale or return to schools.

The Oldham board costs £120 plus VAT. For further details of the offer contact Simnett on 081-680 3830.

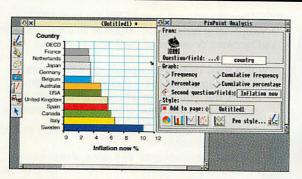


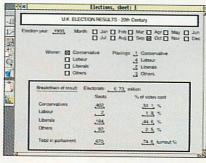


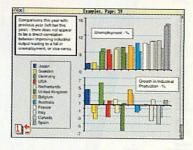
LONGMAN LOGOTRON

The ease with which data collection may be organised and implemented is a joy.

Frank Jukes, Micro User, January 1992



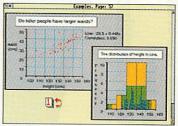


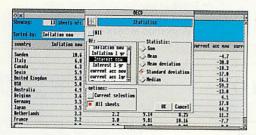




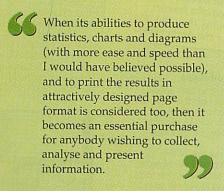
PinPoint is certainly a new generation database, making the handling of data as easy as it should be. Its concept and execution is brilliant — data handling is about collecting data efficiently, and that is what PinPoint does. PinPoint is powerful yet simple to use and will take educational data-handling into a new era.

Dave Futcher, BBC Acorn User December 1991

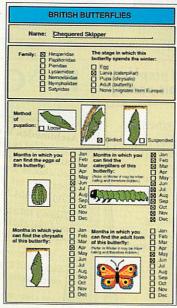


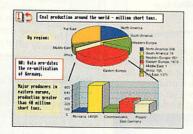


Pinpoint takes databases into a new dimension in several ways. First, form design. PinPoint is about as adaptable as the best desktop publishing package when it comes to creating the form upon which information will later be entered and stored.



Chris Davies, Times Educational Supplement, November 1991





Longman Logotron 124 Science Park Milton Road Cambridge CB4 4ZS.

Tel. (0223) 425558 Fax (0223) 425349

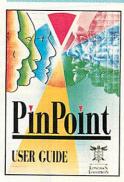


Has Longman Logotron developed a new form of database altogether? In one word yes. To call PinPoint a mere database, or even mildly more boastful, a new generation database, is to diminish what in truth is a revelation.

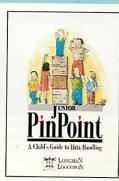


The scope and variety of PinPoint is quite astonishing. The sheer variety, the power, the complexity of this program is astounding. The analysis and display aspects are both powerful and attractive enough to operate in both an educational and business environment. Databases will never be the same after this.

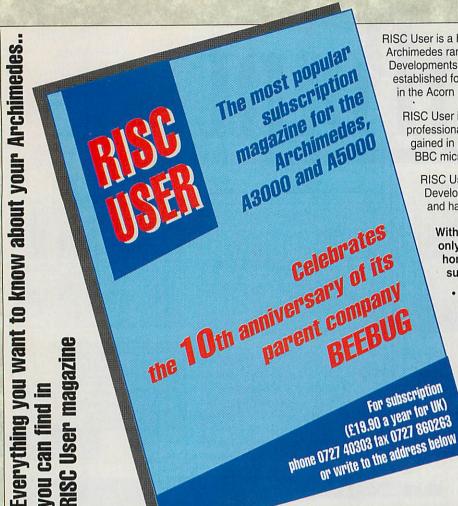
Duncan Evans, Archimedes World December 1991



PinPoint for the Acorn Archimedes is priced at £99. A Site Licence costs £400.



A special version for primary schools is priced at £24. A Site Licence costs £72.



RISC User is a high quality magazine devoted totally to the Archimedes range of computers. It is published by RISC Developments, formed last year from BEEBUG, which has been . established for over ten years as one of the foremost companies in the Acorn market.

RISC User is produced by a dedicated and enthusiastic professional team which benefits from 10 years of experience gained in publishing the popular BEEBUG magazine for the BBC micro and the Master 128.

RISC User can also call upon BEEBUG's (now RISC Development's) considerable expertise as a major software and hardware developer for the Archimedes range.

With a RISC User subscription you will receive not only 10 magazines a year (delivered free to your home), but you will benefit from all the help and support a professional organisation can provide:

- Technical help with all RISC Developments' products and publications
 - · RISC Developments' own range of high quality hardware and software with special discounts for magazine subscribers
 - · Showroom with friendly professional staff, where you can try out the latest software and hardware
 - · Retail catalogue, mailed free to magazine subscribers, with regular updates on new products
 - · Tele-sales operation, where you can get technical guidance about your software or hardware requirements
 - · Speedy mail-order service
 - · Trade-in service to upgrade your equipment
 - Workshop repairs by qualified staff

ChartWell

ChartWell offers 24 different graph types:

horizontal and vertical bar charts line graphs scatter charts polar plots and pie charts.



Complete user control over:

choice of colour, data point styles, bar widths and spacing, use of titles and labels, legends to provide a key, graduated/shaded backgrounds, scales and tick marks, etc.



A variety of display options:

flat or 3D bar and pie charts, user choice of angle for 3D display, clustered, stacked or layered bar charts, scatter graphs with choice of curve fitting techniques, regression lines and correlation coefficients, and use of error bars, line graphs with choice of normal, cumulative area or stacked area displays.

A sophisticated graph and chart package

Acorn User

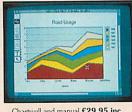
...ChartWell: simple but effective.

ChartWell scores on simpler controls over the basic graph types. It also has enough effects to present material prettily at a price that makes it attractive to the home or school user.

..All the options chosen can be saved in a 'Style Sheet file which makes it remarkably easy to create the same type of graph again...

...This program from RISC Developments uses a really clever approach exploiting the desktop philosophy to the full.

Data can be imported from other applications, such as spreadsheets, databases, or created with a suitable editor as a text file. Output is in standard Draw format Use of 'style sheets' allows a set of options to be saved with data for future reference.



Chartwell and manual £29.95 inc

POLY GLOT

A foreign language character generator

Archimedes World

...PolyGlot is a helpmate for wordprocessor and DTP software...which lets you choose from a European language character set rather than plain old English ASCII.

Typing into a document is very simple and the character appears at the cursor position when you click on it...

...The documentation is pretty good and a full explanation is given for the more technical areas.

... a vital add-on for a text editor, wordprocessor or a DTP program. Since schools and businesses are more and more in need of a foreign language capability, than this is a timely utility for the Archimedes.

PolyGlot is Fully Customisable

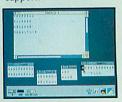
- Tailor the application to your own specific requirements and include only the languages and characters, which you actually need.
- Use PolyGlot as a simple way of selecting from any set of characters, i.e. currency
- signs or other symbols.

 Customise PolyGlot to use any of the available alphabets within your Archimedes (for this you must have suitable outline fonts or printers which support alphabets other than the standard Latin 1).
- Ideal for education where the package can be readily tailored to suit the needs of individuals and classes.

Open a window for any specified language, and this will display all characters which are impossible or difficult to obtain from the keyboard: for example, accented characters in French, or umlauted characters in German. Select any of these characters with the mouse and it will automatically be inserted into your document.

Why PolyGlot is better

- Characters are displayed in both upper and lower case
 No need to set your
- keyboard to a foreign standard to obtain foreign characters.
- Use different languages or alternative character sets simultaneously.
- Use any character set, any alphabet and even scientific characters (provided your fonts support these)
- Comprehensive printing support.



PolyGlot and manual Price £19.95 inc + £2.00p&p Code PGLTb



PRIMEART GOES HI-RESOLUTION

MINERVA Software's art package for primary and special needs students, PrimeArt, has been modified for use with mode 21 on the Archimedes.

Minerva says that, as far as it it aware, PrimeArt is the only program of its type to work in this mode, making it ideal for users lucky enough to have a hi-res multi-scan monitor. Mode 21 has twice the vertical resolution of Mode 15, meaning that pictures will look more 'real'. PrimeArt costs £79.95 plus VAT.



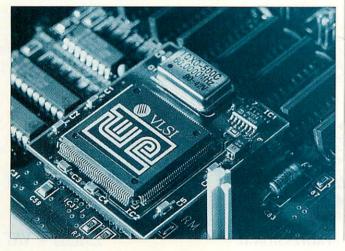
ARM 3 GOES FAST!

CONGRATULATIONS to Mr J F Lakin of Solihull, who has won a Watford Electronics Arm 3 upgrade board, offered in the exclusive competition we ran in our February issue.

His winning catchphrase was: 'I would like to have a

Watford Arm 3 in my machine because ...it's so fast, it's just a dream, please can I have it in my machine!

The correct answers were: 1) B 2) The A540 3) Luton. Our thanks to all of you who entered.



REPLAY CD

ACORN'S new Replay system has been utilised for the first time in a commercial multimedia CD Rom publication, The Dictionary of the Living World from Media Design Interactive. The disc contains over 2,500 text entries, 1,000 illustrations, 100 animal sound sequences and 100 Replay video clips. The Dictionary of the Living World has been ported over from the Apple Macintosh where it has been a great success.

All data types can be exported to hard or floppy disc as stand-alone data for use in other applications. A full set of National Curriculum-based teacher notes is available, although MDI hopes to sell the disc to individuals for home use as well. It costs £175 from the distributors, Optech. Tel: (0252) 714340.

THANKS FOR THE MEMORIES



One of new the A3000 internal drives from CU Electronics

NEW MEMORY upgrades for A5000 and A3000 computers plus an IDE hard drive for the A3000 have been announced by Stockport-based CU Electronics. The new 1Mb A3000 Ram upgrade is a very compact device priced at £40. The 2Mb A5000 RAM upgrade is priced at £95. The range of A3000 internal hard drives starts with the £189 20Mb unit.

Contact CU Electronics on 061-476 0576.

NEWS IN BRIEF

 SHARP eyed readers who may have perused the PC press recently might have spotted Computer Concepts advertising for PC Dos programmers. Speculation that a PC version of the Impression DTP package is planned was squashed by CCs' managing director, Charles Moir. 'It would be technically impossible to port Impression to the PC,' he said. However, it's known that the company's new ArtWorks drawing package has been structured with a view to portability. Moir added: 'I would just like to reassure everyone that Computer Concepts is not about to abandon the Archimedes software market or anything like that, but we do have to keep an eye on what's going on in the PC world."

A positive view is that CCs' commitment with Wild Vision (see separate story) to producing multimedia products for the Archimedes has generated a requirement for PC expertise to ensure 'industry standard' compatibility is retained in the development of new products, where it is believed necessary.

NORTHWEST SEMERC (Special **Education Micro Electronics** Resource Centre) in Oldham has announced two special needs initiatives aimed at the Archimedes.

The first is ArcTracker, a ruggedised tracker ball for users with motor control or learning difficulties. Special buttons are provided to execute 'double-click' responses with just one press. Such users should find the ArcTracker much easier to use than a conventional mouse. It costs £269 plus VAT.

Northwest SEMERC has also been awarded NCET funding for the production of a special needs CD-Rom publication. In partnership with CD-Rom specialists Cumana, SEMERC will research and publish a CD-Rom-based special needs curriculum guide called the Special Needs Resources Disc.

The CD-Rom will feature high resolution photographs, diagrams and audio tracks. The target publication date is March 1983. Contact Northwest SEMERC on 061-627 4469.

SQUIRREL

THE REVOLUTIONARY NEW DATABASE FOR ARCHIMEDES COMPUTERS



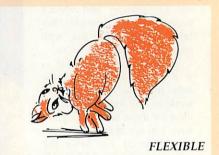


Squirrel is the easiest to use database yet, allowing simple point and click database creation and queries.



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Images, text and sound may be stored in the same database



Client/server design ensures that squirrel runs just as well on networks as standalone.



Squirrel understands days of the week, months of the year and recognises files from other popular packages.



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GRAPHICS



IMPROVED TITLES

CLARES has recently released a presentation package to complement their suite of graphical software for the Archimedes. *Titler* has been designed to simplify the creation of video titling and presentations. The program is divided into two main sections — Titler and Sequencer. Titler is used to design screens using

Text can be placed anywhere on screen in any outline font. Effects such as drop shadows and underlining can easily be incorporated into your designs.

text, sprites and draw files.

Sequencer allows groups of screens to be linked together to form complete presentations. In addition, a host of other

e followed by a color	Control Options	Display Options
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Sequencer. Titler is Titler simplifies video titling and presentation

screen types can be incorporated into sequences, including *ProArtisan, Illusionist* and *Render Bender* files. Music and sound effects can be implemented by including *Tracker* tunes or *Armadeus* samples. Titler costs £127.62 plus VAT. With a Wild Vision Genlock podule it costs £293 plus VAT. For our full review, please turn to page 99.

ICONS IN HI-RES MODE

ONE OF the visual differences between Risc OS 2 and 3 is the ability of the latter to display high-resolution icons in high-resolution modes.

If you look inside the most recent application directories, you'll find three separate sprite files labelled Sprites, Sprites22 and Sprites23.

Sprites contains mode 12 sprites for low resolution modes, Sprites22 contains mode 20 sprites for high resolution colour modes and Sprites23 contains mode 23 sprites for the ultra-high resolution mono mode.

The suffixes 22 and 23 refer to the aspect ratio of the pixels used in a particular mode: mode 20 uses square pixels, so icons from Sprites22 (2x2) would be displayed.

Risc OS 3 automatically selects the correct icons for whatever the mode is, providing they are included in an application. None of this information is mentioned in the documentation supplied with the A5000 (the only machine at present to have Risc OS 3).

Another Risc OS 3 'secret' is its ability to alter the appearance of windows themselves. Buried deep inside the Apps

directory (which is part of Risc OS 3) is a sprite file containing all the shapes necessary to 'build' windows. It can be transferred from Rom on to disc by the following actions.

First, open the root directory of Apps by pressing the menu button over the Apps icon and select Open '\$''. Open the Resources directory by double clicking on it and then open the Wimp directory by doing the same. Copy the sprite file Tools by dragging from the Resources filer window to another filer window, such as a floppy disc.

Like application icons, different sprites are used depending on the mode you are in, so each sprite in the Tools file is suffixed with a number denoting the pixel ratio used. Any sprite can be altered using *Paint* and then re-saved. It is of course impossible to save a file to Rom, so the new Tools file is saved inside the System directory on a hard disc.

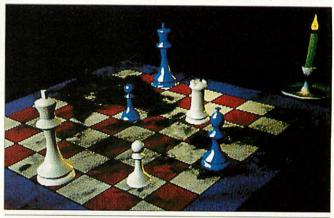
An altered Tools file (with new 22 sprites) has been included on this month's subscriber's disc for you to create your own. It also contains sprites not found in the original Tools file.

READER PIC OF THE MONTH

CHESS seems to be the theme for our pic of the month slot this month. The picture of the chess board below comes from David Hoskins and was produced with *Illusionist*, the rendering application. It is not

ray traced believe it or not.

David was actually responsible for writing Clares' Render Bender 1 & 2 and Illusionist programs so its no wonder that he can produce such stunning images.



NEW PRICE FOR PRO-IMAGE

IRLAM Instruments have reduced the price of their Epson flatbed scanner following new pricing policies from Epson. Irlams A4 ProImage scanner is now £999.

Also, due to the enhanced parallel interface found on the A5000, owners of Acorns newest machine do not need to buy the IEEE interface card; this saves £98.50. Users however might like to buy a printer switching box which costs £26.30. Irlam Instruments, (0895) 811401.

SUPER DRAW READY

4MATION's 'super Draw' program, *Vector*, is due to be released shortly. Based around the well-known public domain program, *Draw1*½, the 4Mation program has all the tools provided in Acorn's *Draw* and much more.

An on-screen help facility gives information regarding which tool is currently selected and what the last action was. For example, typing in a line of text will give a message saying what font has been used, the size of font and the position of the text.

A library is used to store commonly used objects and this is held within the *Vector* application directory and can be added to at any time. Different libraries can be loaded with *Vector* depending on the type of drawing being produced. A circuit design library, for example, might contain a selection of different component symbols used in such a diagram.

Layering allows a drawing to be split into a number of separate parts, each of which can be super imposed on to the complete design. Each layer can be coloured differently to help distinguish them from the others in a drawing. Alternatively, any layer can be viewed on its own.

Although *Vector* is written to work on any 32-bit machine, auto-kerning for text, sprite and text rotation, colour dithering and the text-to-path tool will only function with Risc OS 3.

However, 4Mation does not see this as a problem as the company expects the majority of users to upgrade their machines when Risc OS 3 becomes more available.

Vector will cost £85 plus VAT (a site licence is included in the price). For further information, contact: 4Mation, 14 Castle Park Road, Barnstaple, Devon EX32 8PA. Tel: (0271) 25353.

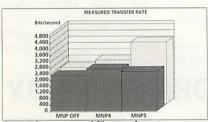


SPEED IS OF THE ESSENCE

IF you use a modem which features error corrections and compression, then it may be news to you that your transmission rate could be doubled, simply by changing the way that you transfer files.

It is important to know how to set up your modem correctly according to the type of file you want to up or download. The graphs show the same text file file transferred in two different forms; compressed and uncompressed, the former using David Pilling's Spark utility.

It may seem obvious that a 30K text file compressed to 16K will take just over half the time to be up or downloaded compared to the same uncompressed file. According to graph showing the effective transfer rate, that's how it is if your modem either has no compression facility (MNP5 or



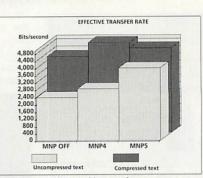
Comparing measured file transfer rates

V42bis) or compression is switched out. Turn compression on, in this case MNP5 and look what happens - the effective transfer rate of the compressed file falls slightly, though the uncompressed text file transfer speeds up as you would expect. The explanation is Comparing effective file transfer rates simple - MNP5 can't

compress an already compressed file but it can waste time trying.

The graph showing measured transfer rates shows the physical number of bits per second that pass between the two modems, and suggests that the uncompressed text file is way ahead in terms of speed under MNP5, but in reality the compressed file is the most efficient form for file transfer

> as long as compression is switched off. Incidentally, the two graphs illustrate a marked speed benefit between MNP4 (error correction mode) and no MNP settings. This is because when MNP is on communi-



cation is synchronous, or clock driven and start and stop bits required in asynchronous mode can be discarded, giving a useful 20 percent reduction in data transmission volumes.

As a general rule, if you're logging on to a host system offering MNP connection, MNP5 is best for just looking around or transferring uncompressed files if you have to. For ultimate file transfer speed, ensure your files are compressed and MNP5 is switched off, but remains on.

Our example shows a typical best case of almost 5,000 bits per second - more than double the rated speed of the modem. Some compressed files will go even faster!

NEWS IN BRIEF

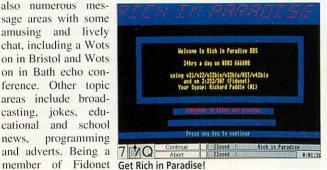
- MIRACOM has just announced a new improved version of its popular WS3000 v22bis modem. Featuring MNP levels 4 and 5 and retailing at £345 plus VAT, Miracom is aiming the new modem at the 'casual cost-conscious modem user'. The standard WS3000 will now retail for £195 plus VAT. For the more enthusiast comms user, Miracom has also launched a range of V32bis modems. The Courier V32bis costing £695 plus VAT is now 50 percent faster than the standard Courier V32 at £595 plus VAT. Contact Miracom on (0800) 225252.
- HAYES has just announced details of several new modems. The new Ultra range starts with the Ultra 24 with Express 96. This is a V22bis modem that can connect to all V21, V23, V22 and V22bis modems, in addition to any other Express 96 modem, to allow V42bis data compression. This can provide an effective throughput of up to 25,000 bps. Their top model is the Hayes Ultra 144 a full V32bis (14,400bps) modem.
- ANDEST Communications has just launched the first truly portable V32 modem. The RoadRunner Quin Fax modem features all speeds up to V32, includes V42bis and MNP4 & 5 and can even send and receive faxes. Costing £599 plus VAT, the surprising thing is its size; hardly bigger than a cigarette packet. Contact Andest Communications on (0908) 263300.
- SADLY, from April the Orb BB will be closing down. For five years, Orb has been the HQ for the XFS BBC B host system. Two systems still supporting XFS are Viking East Anglia on (0255) 503048 and Connections BBs in London, on 081-903 1309.
- THE French Minitel system is set to expand into the Netherlands, French Minitel users will also be able to link up with Dutch videotex services by dialling 3619 - the number of the international Teletel kiosk.

THE BB OF THE MONTH

THIS month I have chosen to take a look at Rich in Paradise BB which supports the Fido network. The file areas are neatly indexed for ease of use and contain such headings as comms, sound samples. demos, Draw files, games and utils. There is also an area for BBC B files, although at present there are not that many BBC files available. There are

also numerous message areas with some amusing and lively chat, including a Wots on in Bristol and Wots on in Bath echo conference. Other topic areas include broadcasting, jokes, educational and school news, programming allows Richard to include the Acorn support database area which many bulletin boards are now sharing.

Rich In Paradise is run by Richard Paddle and is based in Paignton. It caters for all speeds up to v32bis and HST, including v42bis. Rich in Paradise can be called on (0803) 666808 with your comms software set to ANSI, 8N1.



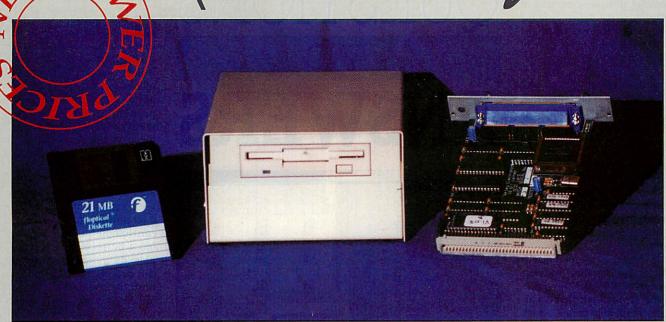
STAR-NET UPDATE

REGULAR readers of this column will no doubt be familiar with Star-Net, which incorporates School-Net. Now Paul Welbank, the Sysop, has expanded the system to include Fidonet echos and extra support for schools.

School-Net UK consists of 12 channels devoted to ongoprojects inter-school covering such topical subjects as weather data collection, global village news and a Star Trek role playing game.

School-Net can be accessed on (0603) 507216 set to 8N1 and further information, including a printed newsletter, can be obtained by writing to Paul Welbank, Eaton (City of Norwich) School, Norwich NR4 6PP.

Every few years a product comes along



Mhich changes your Mole perspective.

THIS REMARKABLE new disc drive gives users an amazing 21MB of space on each special floppy disc. The drive works by utilising an optical tracking system which finds space between the grooves on the disc, with the information being stored magnetically as on a standard floppy diskette.

THE DISCS are interchangeable so realistic, unlimited storage capacity is available for floppy disc drive users for the first time.

THE DRIVE is also capable of formatting

the normal double and high density discs to its own format so you can also utilise your existing discs. By using Morley Electronics own SCSI interface card and software the drive appears on the icon bar as a hard disc drive and can then be used to store data just as with a hard or floppy disc.

DATA can be copied to and from other drives just as you would normally and all of the usual RISC OS functions can be carried out.

WE BELIEVE that this drive represents the next step forward in data storage and are

offering the drive complete with our own SCSI interface card at the following prices.

Available for the A3000 and higher

External 21MB Mechanism
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Please state computer type when ordering Mechanism prices include SCSI Interface card, software, all cables and case, manuals and one 21MB Floptical disc.

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> Tel (091) 257 6355 Fax (091) 257 6373

Q Chris Brett of Surrey has a problem printing *Draw* files using an Epson LX400 and asks if there is any way of positioning the drawings at the top of the page without the printer ejecting a blank page of paper first.

A By default, Draw will position your diagram in the bottom left hand corner of the page, so before you start to use it ensure that you move the scroll bars to the top of the paper. Also, make sure that you have selected the correct paper size that you want to print out to. This is usually A4, but can be changed from Draw's Paper limits menu.

From the same menu it is also worth checking whether you have Portrait or Landscape mode selected. This option will determine which way up the picture will be printed - either horizontally or vertically.

Lastly, after loading your printer driver, selecting Show from the Paper limits menu will actually show you the printer driver margins as a grey area around your Draw window. This will let you see if any parts of your diagram fall off the physical page set by the printer driver's defined page size.

Of course, because this is not printed, it can also be quite useful for use as a scratch pad.

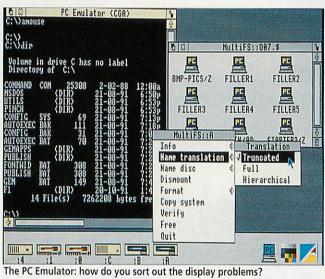
Mr Brannan of North Humberside asks if it is possible to play games using Atari type joysticks on an Archimedes and if so, where does the interface plug in?

QD Enterprises man-A ufacture such an interface, allowing you to plug in two standard Atari joysticks. The interface plugs into the Archimedes' parallel printer port and not the serial port.

There has been some confusion over where it plugs in because the company The Serial Port was originally part of QD Enterprises who sell the joystick interface, hence it was referred to as The Serial Port joystick

JESTIONS

ANSWERS



interface. These two companies are now, in fact, separate. The Serial Port is still based in Wiltshire (0749 670058) and sells the popular package, communications ArcTerm7, together with a range of hard drives. You can order items via The World of Cryton BB.

OD Enterprises now encompases new label Vertical Twist also based in Wiltshire (0373 824200) and is selling existing products such as the joystick interface, and the Pcats graphics enhancer. The joystick interfaces provides a small switch to toggle between the printer and joysticks, so that you don't have to keep unplugging the leads when you want to use your printer.

Paul Bauman ... has an interesting query Paul Badham of Stafford regarding software protection and would like to know how to copyright a program that he has written.

A This is actually quite simple, as any program is automatically your copyright as soon as you write it. Including a REM line near the beginning will clarify this fact to anyone who actually lists the program.

One popular way of copyrighting a program is to send a copy of the program disc through the post to yourself, using recorded delivery. Then keep the package in an unopened condition. If anyone copies your program and tries to make it theirs, you can provide proof that you had the program on a date prior to them.

Q Mr B Mr B. Clarkson of Wes-Australia has encountered some problems using a Canon BJ330 printer plugged into his Archimedes A410 via a Computer Concepts dongle, used to run Impression. He asks why his printer should lock up if it is off-line when Print is selected

from the Archimedes, and then turned online after the Archimedes has started printing.

A The answer here probably lies in the fact that when the Archimedes starts printing, the first thing it does is send all the control modes to the printer to set it up. For example, if you are printing graphics, it first sends the control codes to tell the printer to go into graphics mode, set the dot resolution, line spacing etc.

It then starts sending the picture itself. As the computer is capable of sending data a lot quicker than the printer can handle it, the computer has a buffer to hold any surplus data until the printer can process it. If the printer is offline, then the buffer will quickly become full, resulting in the computer hanging up. Sometimes, turning the printer on now will result in some of the intial control codes being lost, which will mess up the printout. If you press ESCAPE at the Archimedes end, you should be able to flush the buffer and unfreeze the computer.

To reset the printer, as it is still under the computers control, is to turn it off and on again. You may then get a few lines of garbage printed as the computer clears the remaining data in it's buffer, but you should now be able to ensure the printer is online before starting the print again.

Mr T. Bauer from Glasgow would like to know why his Archimedes A3000 displays barely comprehensible graphics while trying to run PC software under the PC Emulator.

Firstly, you need to check which version of the PC Emulator you have. There are three versions currently available; the original non-Wimp version and two new Wimp-based versions one for 1Mb machines and the other for 2Mb or greater machines.

The former two will only support CGA graphics,

whereas the latter will display CGA, EGA or 99 percent VGA graphics (see the configuration menu for default). Having checked to see which type of graphics you are using, you should examine your PC software to see if it has a graphics configuration program accompanying it.

Run this and select a graphics mode to match that used by your PC Emulator. If in any doubt, start with a basic one and if that works, you can always move up by experimentation.

Mr J Coles of Rickmansworth is studying Greek and would like to know if is possible to print Greek characters using an A3000 running Pipedream, equipped with a Panasonic KXP1124 printer. He has managed to obtain the required characters on screen but unfortunately they don't appear on paper when he tries to print them out.

A There are two possible solutions here. Either using the Pipedream drivers or by using the standard Risc OS printer driver, PrinterDM. The former will only work if your printer is capable of displaying Greek characters, which your printer manual will tell you.

If it can, you can edit Pipedream's printer driver

HANDY TIP

Andrew Blythe from Droitwich has sent in a handy tip, solving April's problem which Mr Ellis was experiencing with slow output when printing from Pipedream to a printer driver.

Andrew suggests selecting the print to file option from the printer driver before printing the document from Pipedream, This saves the data to disc much quicker then printing it on paper.

You can then set the printer back to parallel and drag the printer file just produced onto the printer driver icon. This will then print the file as a background task so that you can still use the computer while the lengthy task of actually printing is carried out.

by loading it into Edit and comparing the character translation table at the end, with those values given in the printer manual.

If you decide to use Risc OS printer driver, then you will need to install some fonts first, by double-clicking on the Fonts directory and then telling Pipedream to use the Risc OS driver, from the CTRL PD menu.

By using the Risc OS driver, any characters on screen will be sent to the printer to be printed.

Mr A. Green from Wigan Q Mr A. Green Home asks if he can load BBC Master ADFS discs by using an external 5.25in drive plugged into his Archimedes A3000 and Watford external disc interface.

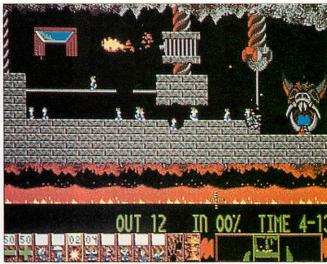
He also asks what will happen to the drive numbers when using this setup.

If you plug an external A drive in via an interface, configure an extra drive by typing *CONFIGURE FLOP-PIES 2 followed by return and then perform a CTRL-BREAK to initialise them. You can then click on the second drive icon to access the external drive in exactly the same fashion as the internal drive.

If you ensure that any switchable drives are set to 80 track, you can then access **BBC** Master ADFS format discs with no additional hardware or software. However, remember that Master discs are in Archimedes L format and thus only hold 640K of data. If you try copying a standard Archimedes disc onto one, you may get a disc full message. You should also be able to access MS-Dos 5.25in discs via the PC Emulator.

James Pattinson, aged 11, of Sevenoaks is a Lemmings fan and having played the five level demo on the free games disc (BAU November 91) he is thinking of upgrading to the full 128 level game.

He would like to know if the passwords to select each new level are the same as his friend's Amiga version.



Lemmings:128 levels of pure mayhem, but do you want to cheat?

A Unfortunately, the passwords on the Archimedes version are different to other versions, so you can't cheat that way. However, the passwords are fairly readily available from public domain libraries and bulletin boards.

But do you really want to cheat? Surely you will feel much better completing the game knowing it was all your own effort!

Mr Newcombe of Che-Mr Newcombe of shire has extended his range of Archimedes fonts by reading the article in BAU March 1992.

However, he has two queries; he asks how to obtain a new icon for any additional font directories on his hard disc. Secondly, he reports that FontFX has trouble recognising the new fonts.

A To obtain the conditions for second and subsequent font directories, copy the file called !Sprites from the original font directory into each of the new directories. Load each one into Paint and rename the sprites so that they match the name of the directory. If your new font directory is called !Newfonts, rename the sprite to !Newfonts and then resave the sprite file. Next time you catalogue the disc, the icons should be correctly displayed. You shoud also do this to the sm!Font sprites, which is displayed in Full Info or Small Icons windows.

The second problem seems to lie in your version of FontFX. Try contacting The Data Store on 081-460 8991, as versions later than 1.50 work correctly with multiple font directories.

HELP US TO HELP YOU

The Questions and Answers page is your chance to have your problems solved. They can be on any topic - you name it and we'll try to solve it. Please send your questions, whether technical or otherwise, to:

> **Questions and Answers** BBC Acorn User 20-26 Brunswick Place London, N1 6DJ.

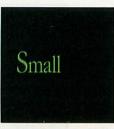
We are happy to answer your queries on these pages, but regret that we are unable to send personal replies to questions sent in. If you send a disc, please put your name and address on the disc itself. It is also useful if you could include full details of your machine. Please enclose an SAE where necessary and mark on your envelope whether you use a BBC eight-bit micro or 32-bit BBC A3000, Archimedes or A5000.



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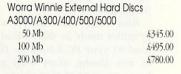
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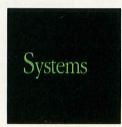
















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The new Worra CD ROM drive offers a low cost entry into the
world of multimedia with performance comparable to similar
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Each hard disc comes complete with the following FREE software:

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Prices shown include SCSI interface (except CDROMs which require SCSI card and CDFS

Always state computer type when ordering

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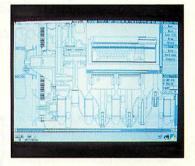
Telephone for **Education Prices** (and we'll knock off the cost of your call!) Oak PCB is a brand new RISC OS compliant PCB and schematic design package. A multi-tasking desktop user interface based on !Draw ensures that users can quickly exploit the powerful draughting features, and create complex multi-layer circuit boards or schematics. Output is to RISC OS printer drivers, or the plotter driver supplied. Features Drawfile import/export, associative editing, drilling data, solder resist etc. etc. Supplied with comprehensive PCB and Schematic libraries.



WorraCAD

£99.95

WorraCAD is the de-facto standard RISC OS 2D CAD package. Working to 18 significant figures precision, WorraCAD provides all the tools required to produce superb accurate technical drawings. Outputs to plotters and RISC OS printer drivers. Features tangents, normals, intersections, parallels, automatic associative dimensions, grid, Drawfile export, linestyles, 16 layers, hatching, mirroring and stretching, CNC link available to Boxford Lathes. Libraries available seperately.



Draw Print & Plot

£39.95

Draw Print & Plot supercedes our earlier plotter drivers for Drawfiles (WornaPlot and ArcSign - upgrades available). DrawPlot accepts drawfiles and creates output on HPGL compatible plotters. Features outline fonts, sprites, filled areas, line thickness and depth sorting to avoid colours overlapping. DrawPrint accepts drawfiles and allows them to be printed to RISC OS printer drivers at a different scale - for example to create huge posters (cropmarks are created automatically).



KiddiCAD

£69.95

KiddiCAD is an exciting 3D building block package designed for younger users. 3D models may be created, using the library of building bricks supplied, and rotated in real time. The high speed of operation and the live 3D view allows users to quickly gain an understanding of work in 3D. Models may be output as Spritefiles in colour or wireframe mode, and can then be imported into painting packages, DTP, Genesis etc.



Leaders in CAD for the Archimedes

prices exclude P&P (£1.50) and VAT



FREE DISC

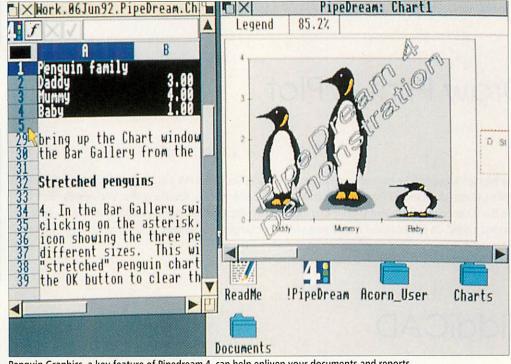
PENGUIN POWER

Turn data into exciting visuals using the demo disc of Colton Software's Pipedream 4, FREE with this month's issue

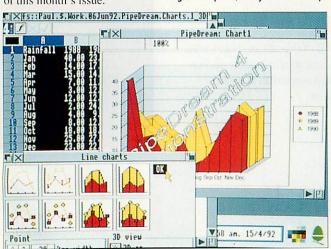
resenting data and information does not have to be boring - all you need is the right software package to run on your BBC A3000 or Archimedes.

Many Arc users may be familiar with Colton Software's Pipedream package now the company has released version 4 which allows users to turn facts and figures into colourful, high-quality graphical charts.

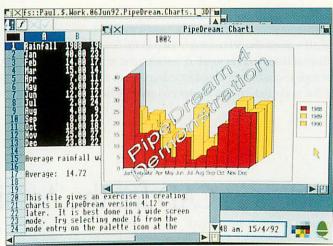
Pipedream 4 is a powerful spreadsheet package with special additional graphics, plus a word processor and fast, compact database. Colton Software calls this package 'the works' - and looking at the facilities it offers, it is not difficult to see why. This month we are giving readers the chance to sample this versatile package by using the FREE demo disc on the cover of this month's issue.



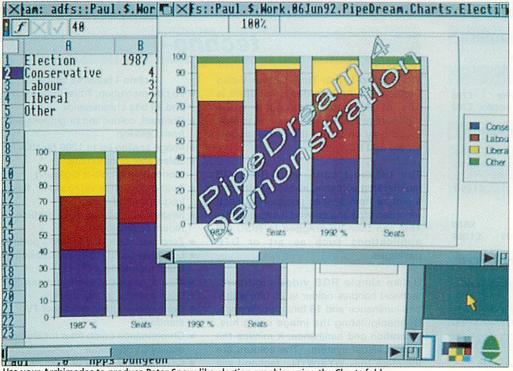
Penguin Graphics, a key feature of Pipedream 4, can help enliven your documents and reports



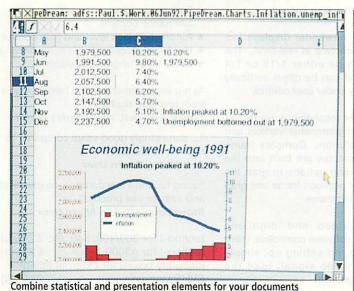
Follow the simple exercises in the Charts folder on the disc...

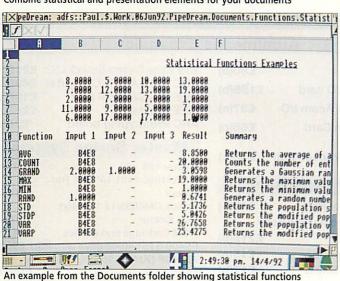


...to create 3D charts in various colours for maximum impact



Use your Archimedes to produce Peter Snow-like election graphics using the Charts folder





FREE BOOKMARK Watch out for a free Pipedream 4 bookmark (shown here), which you can find inside next month's issue of BBC Acorn User. PipeDream 4 ...the works PipeDream 4 Penguin Graphics Ribbon sales 1988-90 COLTON software Simple Simon Pie sales E Jan Feb S Mar E Apr Isobar chart by PipeDream 4 Colton Software

Not only that, we are inviting readers to produce their own presentations using the Pipedream 4 demo disc and send them in to us. We will award free subscriptions to BBC Acorn User for the best and publish them in a future issue.

The full version of Pipedream 4 includes a flexible word processor which allows you to use fonts and pictures to create stunning presentations of your letters and reports.

The spreadsheet facility allows background recalculation so you can carry on working while it computes. There are 160 built-in functions, plus a programming language for your own customised operations. There are also arrays within slots for easy manipulation of structured data.

Dynamic charts can be created straight from your data. And personalised Penguin Graphics allow bars to be filled by your own draw files to enliven your data.

The fast and compact database offers full sorting, search and selection facilities and you can link straight to the word processor for printing mailshots and labels.

WHAT'S ON OFFER?

The FREE demo disc allows you to explore some of the capabilities of Pipedream 4. Here is a list of what is included:

- The Pipedream 4 demo program.
- A Charts folder, including examples of charts, 3D bars, Penguin Graphics, and other examples and pictures.
- A Documents folder, with a variety of document examples and functions. There is also useful advice for users of Pipedream 3.

You can only run the Pipedream 4 demo disc on a BBC A3000, Archimedes or A5000 which has 2Mb of Ram or more. The full version of Pipedream 4 costs £196 plus VAT (educational discounts and site licences available on request).

For a free brochure on the Pipedream 4 package, please contact: Colton Software Ltd, 2 Signet Court, Swanns Road, Cambridge CB5 8LA. Tel: (0223) 311881. Meanwhile, enjoy using the demo disc.

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techno-I

The techno-I Real-Time Colour Video Digitiser for Archimedes computers is one of the most advanced video digitisers available, with features usually found only on top-of-the-range models for the IBM PC.

The techno-I card, with RISC OS multitasking software, allows you to grab a picture from a video source (TV, video recorder, etc.) and convert it into a sprite. This can then be dragged to RISC OS applications such as art or DTP packages.

Unlike simple RGB video digitisers, techno-I handles colour in 25 bits with 7 bits luminance and 18 bits chrominance. By manipulating the image using hue, saturation and luminance, it mimics the human visual system. The colours are therefore truly WYSIWYG. techno-I will give true also monochrome representation of colour images.

The on-screen viewfinder displays live colour or monochrome in real-time. The viewfinder can be either 1/16 or 1/4 screen area, and can be offset vertically and horizontially under user control.

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"a big improvement on the best available from previous digitisers"

Trevor Attewell, Archimedes World

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Steve Brunlett, The Micro User

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ARC vs MAC and PC

The A5000 has earned a reputation as a high quality computer. But how does it compare with the popular PC or the pricey Macintosh? lan Burley takes three machines and puts them to the test

ACORN ARCHIMEDES A5000

- Memory: 4Mb
- Hard drive: 40Mb
- Price: £1531

(Learning Curve package)
Launched last October, the A5000 is the fastest Archimedes yet and features the multitasking operating system, Risc OS 3. Speed-wise, the A5000 compares with a 25MHz 486 PC clone for most functions, although it is slower for floating point arithmetic as it currently lacks a maths coprocessor chip. But as all Archimedes enjoy graphics, animation and graphical user interface, operations (windows) are noticeably speedier than even the fastest PCs equipped with conventional display hardware.

The A5000 compromises outright number crunching speed and the amount of memory used for bigger screen modes. But the A5000's 13.5 mips (million instructions per second) Arm3 Risc processor means that most display modes - including the super VGA modes like 800x600 pixels in 16 colours - remain impressively fast.

Risc OS is a very advanced second generation operating system and Wimp environment. Its intuitive operation is optimised towards a three-button mouse and many basic Risc OS functions avoid keypresses entirely, unlike PC Windows. Risc OS is stored entirely in Rom and takes up little hard disc or Ram space.





APPLE MACINTOSH IIsi

- Memory: 5Mb
- Hard drive: 40Mb
- Price: £2500

This is a cut-down, budget version of the Apple Macintosh II mid-range machine. Even so, a basic Mac IIsi system is almost double the price of either the A5000 or 486 PC. We could have selected the new Mac LCII in this comparison, which is closer in cost to the other two systems, but the performance

of the LCII is in the league of much cheaper 386SX or BBC A3000 systems. Even so the Mac IIsi doesn't really compare with either the A5000 or the 486 PC without some pricey add-ons.

Apple pioneered GUIs with the first Macs over eight years ago. The slick Mac front end is much admired, though some might say it is beginning to show its age. The latest release of the operating system, the multi-tasking System 7, has had a mixed reception and has

been criticised for being less stable than it should be.

The Mac IIsi uses Apple's 32-bit NuBus architecture and performance is generally good, although the Motorola 68030 processor is not as powerful as either the A5000's Arm3 or a a PC's 486 processor. People buy Mac IIs because of their reputation for their graphics and the range of refined software but nonetheless the large price difference is immediately obvious.

486 PC (25MHz)

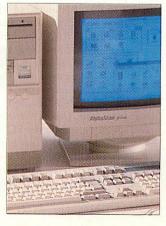
- Memory: 4Mb
- Hard drive: 40Mb
- Price: £1365

Here we take a typical budget-priced 486 PC clone. Unlike the Apple Mac market, PC prices have benefitted from intense competition. Considering the complexity of a 486 PC, its pricing defies logic. But complexity is not necessarily a good thing. All ISA or AT-level PCs are based on a design first introduced ten

years ago. This means that a 32-bit 486 PC is throttled by a 8/16-bit expansion bus and a bodged memory architecture. Many 486 PCs are supplied with Microsoft Windows, but users tend to find it slow as standard PC video graphics adaptors cannot operate at full speed compared to the main processor. Windows 3 has boosted PC software sales tremendously, but it is not the most intuitive or elegant of GUIs and many users avoid it altogether. The trade off is

compatibility. Software and hardware add-ons will work on the simplest XT 8086 PC to the latest 486 machines. That compatibility has maintained the PC domination, despite the introduction of other superior computers.

A new 32-bit open PC standard, Extended ISA (EISA) has been introduced to answer many of the PC critics, but another relic, the Microsoft DOS operating system, will be continuing a key area of PC compromise for a while yet.



THE APPLICATIONS

Wordprocessing, spreadsheets, multimedia, graphics, desktop publishing, databases, communications, CAD (computer aided design), education and of course games are all represented on the A5000.

Some areas are stronger than others. I would have no hesitation in recommending an A5000 for desktop publishing, graphics, education or comms, for example. Although there are packages for database users and small business accounts and they are very good for what they offer, the A5000 is not recommended for heavy duty applications, like SQL databases and major business accounting systems, and dedicated project planning aids.

Another criticism of Archimedes' software is that one example of each category tends to dominate and squash the competition. This is sometimes true, although whether A5000 users have seriously suffered is debatable. Acorn now says over 2000 Arc programs are listed in its latest Software Directory and although many of these are educational programs, there are several hundred general programs. Typical users should find that almost everything they require is available for the Archimedes.



DESKTOP PUBLISHING

With Desktop Publishing, Computer Concepts' Impression 2 package has emerged as a dominant force. Capable of producing material to the highest professional standards (this magazine is produced using the package) it is priced to allow Archimedes users at all levels to take advantage of its advanced wordprocessing and DTP facilities. Risc Developments is also continuing the development of its less expensive DTP alternative for the Archimedes, Ovation.

The Apple Mac is dominated by the Quark XPress DTP package and on the PC it is a toss up between Ventura Publisher and Aldus Pagemaker 4. All of these packages cost considerably more than Impression for the Archimedes. There are plenty of budget-priced DTP packages for PC and Mac users, but with a few notable exceptions, there is the risk of getting what you

pay for. It could be argued that Impression is budget priced, yet it offers both premiumpriced support and functionality.

As an example, an system based on an Archimedes might be made up of an A5000, 4Mb Ram, a 120Mb drive, a hand scanner than 18 Reps 18th Count Computer Concepts'

LaserDirect Hires4 printer, Impression 2 and a Watford 400dpi hand scanner, you would have to budget for around £2800 plus VAT. A similar set up for a 486 PC system based around, say, Ventura Publisher Gold or

Pagemaker 4, plus a low-cost PostScript printer (Star LP4PS) and a Logitech 256 hand scanner would cost about the same



and laser printer. If you The DTP system, Impression 2 for the Archidecided to plump for a medes offers exceptional value for money

as the Archimedes system. However the Arc's Risc OSdedicated LaserDirect printer would be a great deal faster and operate at a higher printing resolution and the Watford scanner would have a far better range of image processing

functions. Impression 2 is less than half the price of PageMaker 4 or Ventura Publisher, but neither can match the sheer graphics rendering speed of Impression. To get a faster printer and better image processing software for the PC you could end up spending over a £1000 more.

Meanwhile the Macintosh is on home territory when it comes to DTP, but the kind of money you would need to spend on a system to match the Archimedes is in another league altogether - and that is without optional accessories, such as graphics accelerators to bring graphics rendering speed up to Archimedes' levels. You would have to almost double your Archimedes or PC budget to buy a comparable Macintosh setup.

BUSINESS

For business applications ranging from spreadsheets to fullblown accounts packages, there are some good options the various platforms. For the Archimedes, there is Colton Software's Pipedream spreadsheet cum wordprocessor cum database (see the demo disc on this month's cover) as well as Schema from Clares. Both packages are useful, satisfying many thousands of users in everyday applications. And watch out for Eureka from Longman Logothis year.

If an all-singing, alldancing spreadsheet package is required, featuring SQL, (structured query language) database accessibility and multi-dimensional modelling, then Lotus 1-2-3 or Microsoft Excel on a PC or Informix Wingz on the Apple Mac are the fav-

oured choices. But Pipedream or Schema on the Archimedes is more than adequate for most people's needs and at a third of

tron to be released later Economic well-being 1991

Pipedream on the Archimedes serves as a spreadsheet, wordprocessor and database

the cost. There are several Archimedes databases around such as Squirrel from Digital Services, and System Delta.

Flexifile and Multistore from Minerva. All cost below £200 and again they will satisfy most personal and small business user needs.

If you do need a flexible system to run a large business on, it is hard to argue against the pricier option of a dBase compatible system on the PC. And there are many, such as Ashton Tate's dBase IV, Fox Software's FoxPro and Borland's Paradox. On the Mac, there is FileMaker Pro from Claris, My Advanced Database (MacWarehouse) and the powerful Omnis 5 from Blyth.

GRAPHICS

One category where the options abound is graphics. Very capable painting, drawing and presentation programs are available for the Archimedes. Just a few of these Computing's include Ace Euclid (3D drawing and animation); Longman Logotron's Revelation 2 image processing package; Atelier, the painting and animation package from Minerva and of course Art-Works, the new object-orientated drawing package from

Computer Concepts. Also all Archimedes have serious paint, object drawing and text editing facilities provided free as part of Risc OS.

The Archimedes is currently limited to 256 colours from a palette of 4096. PCs and Macs are easily 24-bit display con-

figurations offering up to 16.7 million colours. But that does not exclude 24-bit images from the Archimedes as Acorn has developed a special utility, called ChangeFSI, which translates high-res colour images into formats compatible with the standard display. Extensive use of pixel colour dithering enables colour images of startling quality to be displayed on ordinary TV.

Once again the Mac is on home territory with graphics. Packages like ColorStudio and Photoshop are unrivalled for photographic level image

manipulation and processing in full colour - at almost £1000 each! There is also the more affordable MacDraw, Aldus SuperPaint and Aldus Digital Darkroom. The Mac is hard to beat, but only if money is no object.

There is plenty of choice on the PC, but there are also display limitations imposed by the hardware. Corel Draw is almost a legend these days but has competition from the new MicroGrafx Draw and Aldus Freehand to name a few. The Ventura Publisher system



upgraded (at a cost) to Artworks, a drawing package for the Archimedes, gives excellent vector graphics

now offers a PhotoShop level image processing package.

Multimedia has become a big issue recently and Apple have just released a new multimedia video windows system, QuickTime. At the same time, Acorn released Replay, a windowed video replay system which is said to out perform QuickTime in several ways (see our comparison next month). The multimedia standard (MPC) is based around an extended derision of the Windows GUI but it still suffers from the PC hardware and graphics compromise.

PRINTING

Today we place great demands on the printing abilities of a personal computer system. Speed and flexibility are of the essence. It is certainly not just a case of choosing the right printer. Factors like operating systems, font management and printer standards all need scrutiny. How do the protagonists shape up?

Printing is the Archimedes' trump card - it has arguably the best font management system and fastest printing solutions of any comparable system below £5000. The very sophisticated text font manager of Risc OS can produce a virtually infinite range of displayed or printed text sizes using scalable outline fonts. Neither Macs nor PCs get this as standard and even with comparable options, neither offer the further Risc OS feature of anti-aliased fonts which retain on-screen readability and smoothness of displayed text to tiny sizes.

Coupled to that is the fact that the same font manager handles displayed and printed fonts so what you see on screen will be the closest possible representation of what gets printed. Hardware developments also mean the A5000 can offer the fastest laser printing around - and at up to 600 dpi (dots per inch) resolution.

So how do the PC and Mac compare? Well, the sheer ubiquity of the 486 PC means that it can be connected to all manner of printer hardware. But lack of standardisation can be a problem. As the Dos operating system manages printer output, applications which offer printing must reinvent the wheel and provide their own printer support. Some applications are very good, some less so.

Then there is a whole army of competing font systems, including Adobe Type, Bitstream, Typografica and Manager. The cheaper ones only offer pre-set font sizes. and printer font matching can be a problem. A properly set up PC is capable of printed results as good as any other, but getting your PC set up properly in the first place is not always a simple task.

With the Mac, on the other hand, there are less printer standards to juggle, as Apple has dictated the trends. At the budget end, Apple offers conventional dot matrix and ink or bubble-jet printer support. Apple actually badge-engineers Canon's excellent bubble-jet printers. At the higher end, Apple standardises on PostScript.

PostScript printers more expensive than less complex HP LaserJet compatibles, but prices have dropped recently and respectable PostScript laser printers can now cost less than a grand. PostScript is fast for printing fonts, but can be slowed up by bit-image graphics and this an area where the advantage held by the Archimedes LaserDirect is clearly maintained.

EXPANSION

There is no shortage of hardware upgrades for any of the systems we are comparing here. All offer upgrades like Midi interfaces, laboratory equipment control interfaces, Ethernet networking interfaces, SCSI (small computer system interface standard) for extra hard discs, image scan-

ners and CD Rom drives. The Archimedes offers specialised 'podule' expansion modules, up to four of which can be plugged internally in an A5000. Video enthusiasts have a selection of genlocking cards and digitising add-ons.

There is a lot of very exotic hardware available for PCs and Macs, although much of this seems to be the product of a struggle to counter deficiencies in the basic machines. Mac users are faced by a bewildering array of graphics accelerator cards, a couple of which (from Radius Technology) even use the same Arm Risc processor technology used in the Arc.

Cards to accommodate ever bigger and higher resolution monitors are common for PCs and Macs and a number of these are under development for the Arc.

Considering its relatively small user-base, the Arc has an impressive selection of hardware add-ons, several of them highly innovative. This is probably thanks to the appeal of the Arc to skilled enthusiasts who are experts in electronics engineering.

WHAT YOU GET

	A5000 (Learning Curve)	486PC (Model 5/40)	MACINTOSH IIsi
Processor	25MHz ARM3	25MHz 486	20MHz 68030
Memory	4Mb	4Mb	5Mb
Hard drive	40Mb	40Mb	40Mb
Floppy drive	1.6Mb	1.44Mb	1.44Mb
Operating system	M/tasking Risc OS 3	S/tasking Dos 5	M/tasking System 7
Screen	14in multisync 800x600 16 colours 640x512 256 colours 1152x896 monochrome	512K SVGA 1024x768 16 colours 800x600256 colours	13in hi-res 640x480 256 colours
Sound	8 stereo voices	Single channel beep	Sampled beep
Bundled software	PC Emulator, Genesis 1st Word+ WP, Multimedia, Maestro Draw, Paint, Edit BBC Basic V + More	Paint, GW Basic	Various utilities
Price	£1531	£136	£2500

The prices quoted are competitive deals and well below suggested retail pricing. (The PC price was quoted by Watford Electronics.) It's no surprise that a PC works out slightly cheaper than an equivalent Arc, on the other hand the Mac is alot dearer - even though its relative performance is less than the Arc or the PC. Bear in mind that for this price, the Arc has three applications built in: Draw, an object oriented drawing program: Paint, a paint program; and Edit, a text editor. Also included in the Acorn Learning Curve package is the Acorn PC Emulator, Genesis multimedia package, 1st Word Plus wordprocessor and Acorn DTP desktop publishing software. For a working system, complete with software and hardware peripherals, the inherent design advantages of the Arc really begin to show their mettle as shown in our DTP section on page 28.



CONCLUSION

Let's make it perfectly clear all of the systems we have looked at here offer serious and desirable solutions to specific tasks and warrant consideration for the right purpose and situation. If your budget is unlimited, it may be difficult to resist the Apple Macintosh - you may pay twice the price of the equivalent PC or Archimedes solution, but with the right investment the Mac can do most things extremely well.

But if you cannot justify the cash, the Macintosh is seriously flawed. Do you settle for a lesser Mac model and end up with a relatively easy to use, but slow, computer which might be expensive to maintain and expand?

The PC option is more clear cut - a safe but unambitious bet. PCs dominate the market and are therefore cheaper, more easily expandable and there is plenty of software. But there are questions over the Windows/Dos compromise - software can be expensive, buying a cut-price PC clone needs to be done carefully and ease of use is not a PC advantage.

And so to the A5000. The software selection is often far less expensive, although not

as wide as that for a Macintosh or PC. However, the A5000 can run PC software using the PC Emulator and packages are available to utilise Macintosh files.

If you step back from any prejudices and view the A5000 platform on its merits, you will find it difficult to match the superior graphics performance, the no-compromise and easy to use operating system and desktop graphics environment, the fastest and highest resolution printing solutions around and several outstanding software applications which marry all these exclusive features together.

THE DRIVING FORCE



Standard Driver

Time to complete

A complex page of text & graphics

2 pages text in different fonts

One complex page from !Draw

521 seconds 753 seconds 643 seconds TurboDriver

Time to complete

199 seconds
283 seconds
261 seconds

Time to get control back

70 seconds
64 seconds
187 seconds

All times in seconds from a standard ARM2 Archimedes with 4MBytes RAM and hard disc. Times would be faster for an ARM3 based machine.

BJI 0ex printer & drivers £249.00 + VAT (£292.57) + p&p. Optional 30 sheet feeder £48.00 + VAT (£56.40) TurboDriver software & printer cable £49.00 + VAT (£57.57)

Compatible with all applications that use the RISC OS printer drivers and all Archimedes models.

Winner of the Best Printer in the recent Computer Shopper Awards, the Cannon BJ10ex printer has revolutionised the small printer market. It offers 360 dpi, near laser printer quality, on plain A4 paper, in an incredibly compact and lightweight housing. Unfortunately the existing RISC OS printer drivers, based on the standard Acorn drivers, have definitely been in the slow lane, locking your computer up for the entire print process, often up to ten minutes per page.

Computer Concepts have now created a set of RISCOS printer drivers, called TurboDrivers, that are optimised for the Cannon BJIOex printer. The result is the perfect combination of budget printer and RISCOS printer driver, able to print full 360 dpi high resolution pages at a quality superior to that available from any dot matrix printer.

The TurboDrivers not only print the pages faster, but give control back sooner - up to ten times quicker. The table shows the time taken to print and the time the computer is occupied for some typical example pages.



The TurboDrivers print faster on an ARM2 machine than traditional drivers on an ARM3 machine. In addition they can send the print data to disc and then print from disc in the background, so the computer and almost all memory remains free for other uses, while the printer gets on with printing.





Memory upgrades

A5000 £1499

Acorn's new machine with RISC OS 3, multisync monitor, ARM3, and 40Mb drive. An extra 2Mb of RAM (4Mb total) is

A5000 learning Curve - £1531. (£1798.92 inc. VAT)

A5000 RAM £99

Upgrades your 2Mb A5000 to 4Mb. High quality 4-layer board as recommended by Acorn. Fitting does not involve any soldering. Extra 2Mb (4Mb total) £99. N.B. This upgrade is currently supplied free of charge with both of the A5000 systems above (ie standard

version and the Learning Curve).

RAM

A3000 - Only 8 RAM chips - low power consumption

User fittable - no soldering required

- Available as a "bare board" (ie sockets, but no RAM)
- Gold-plated connectors ensure long term reliability
- 4Mb £130 2Mb £55 Bare board £25.50

A310 RAM

8-chip design ensures low power consumption. Compatible with ARM3 upgrades, backplanes, hard discs etc. Larger OS ROM option. Four-layer circuitry reduces electrical noise for trouble-free operation. The 2Mb board may be upgraded to 4Mb later.

2Mb - £99

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In addition to a two year warranty, all the upgrades described here are covered by our no-quibble 14-day money-back guarantee. Your statutory rights are not affected.

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Archimedes/A3000 adds high speed native mode, RAM disks, wild card analysis enquiries, sort and more. 'Impressed...ideal...easy to use' Micro User March 88 Bank Manager (all versions; disk systems only) £25.00

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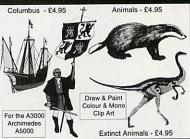
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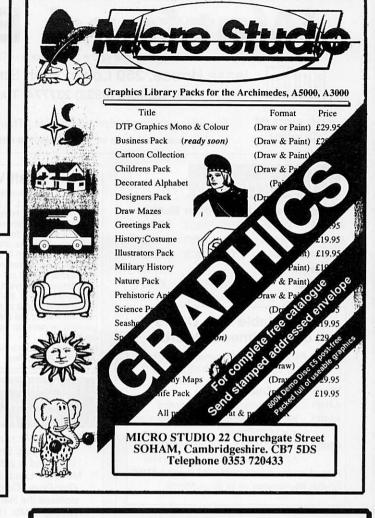
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Watford Electronics are inviting Hardware and Software engineers to apply for positions in their new R & D team. Hardware engineers must be familiar with the Archimedes architecture and able to follow a project from conception to production. Software engineers should be proficient in ARM assembler or Acorn C, and able to write RISC OS applications and module code.

Applicants should be well motivated and show experience in relevant areas. Qualifications are not as essential as your ability to produce innovative solutions to challenging problems. As a new member of the team you will be in a unique position to develop your career in a rewarding environment.

In the first instance forward your CV to Shiraz Jessa or Chris Honey

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This NEW versatile I/O Card from Watford, fits inside the A3000 and includes an Analog to Digital Converter, a User Port, and an InterIC (IIC) connector.

The card allows many of the peripherals developed for the BBC to be used with the Archimedes A3000. The ADC and User Port have the same pin out and connectors as the BBC computers.

Extensive RISC OS software is supplied to provide BBC OSBYTE calls for support of the ADC and User Ports, including the BASIC keyword ADVAL. The software provides extended RISC OS support for separate interrupts from both the ADC and User Ports, permitting easy interrupt driven operation.

The card is provided with all the software in ROM and is automatically loaded when the machine is turned on.

Peripherals connected to the ports can obtain up to 500mA of power at +5V. A fuse is fitted to the card to protect the A3000 from damage arising from accidental short circuit of the power output.

The card is provided with an extensive manual explaining installation, all software commands, connector pin outs, hardware addresses and example

- An 8 bit User Port with a standard 20 way IDC connector, compatible with the User Port on the BBC computers and the Archimedes I/O Podule.

 A 10 bit Analog to Digital Converter with a standard 15 way D type connector, compatible with the ADC on the BBC range of computers and the Archimedes I/O podule.
- I/O podule.

 An InterIC (IIC) Port with a 5 pin DIN socket to connect the A3000 to external IIC devices.

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Using this simple data link, it is possible to solve all your BBC to Archimedes data transfer problems. The kit is supplied with a disk, and the necessary cable to connect the two computers. New RISC OS Version Only £15

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- True brightness and contrast control
- Fast RISC OS printing
- Over 1000 Image processing options; smoothing, enhancement, edge deletion, convolution, etc.
- Full Interface to ChangeFSI

Special Launch Price £185

ULTIMUM - Archimedes A3000 **Podule Racking System**



THE ONLY LOGICAL WAY TO **EXPAND YOUR A3000 COMPUTER**

Price: £149

Minerva's Archimedes Software

EasyWord	£18	Mailshot*	£27
Home Accounts	£35	Reporter*	£27
Time Tabler	£549	School Admin*	£65
System Delta	£59		

System Delta Program Reference Manual Requires System Delta to operate

Stand alone Business Accounts Packages Sales; Purchase; Order Processing and Invoicing; Nominal; Stock management

£79 per module

or Complete Business Package £325

ARM 3 Turbo Card Simply The Best



Here it is at last - the all new Mark 2 version of Watford's highly acclaimed ARM 3 processor board for the Archimedes and now also the A3000 series computers. Using the latest surface mount technology on a high quality four layer circuit board we have reduced the overall size to a mere 53mm x 45mm, and the cost to only £199. Mk II upgrade will increase the speed of your micro by a factor of 3 to 6.

Any competent A300 or A400/1 series micro owner can fit the upgrade himself, as we provide full fitting instructions and a special ARM chip extraction tool. However for A3000 micros and those not wishing to perform the upgrade themselves, we will collect, upgrade and return your micro by courier service, at an additional cost of £18.

(A300 and old A440 series owners please note you will need to upgrade to MEMC1A for ARM3 to work.)

BBP £249

Offer Price £169

Acorn have satisfactorily evaluated Watford's ARM 3 upgrade and the A3000 upgrades are fitted by Acorn approved surface mount technology centre, therefore its fitment will not invalidate Acorn's warranty on the micro.

BBC MASTER

MASTER 128K Micro incl. Acorn's View, Viewsheet, ADFS, BASIC Editor & TERMINAL plus FREE OFFER (see below)

FREE OFFER



A 5.25" Double Sided, 40/80 track switchable 400K Disc Drive complete with cables and a Utilities disc incl. 2 games, plus

Gemini's OFFICE MATE & OFFICE MASTER packages on Disc consisting of: Database, Spreadsheet, Beebplot graphics. Accounts packs: Cashbook, Final Accounts, Mailist, Easyledger, Invoice & Statements, Stock Control.

FREE with every BBC Master purchased from us during May

Add-Ons & Accessories

Econet Module for the Master	£42
Twin ROM Cartridge for Master	£9
Quad ROM Cartridge for Master	£14
Master Reference Manual I (No \	/AT) £14
Master Reference Manual II (No \	/AT) £14
Master Advance Ref Manual (No \	/AT) £17
64K Upgrade Kit for B+	£32
Acorn 1772 DFS Kit complete	£49
ECONET Upgrade Kit for BBC B	£42
ALL ECONET UPGRADES Available	
ARIES' IEEE Interface for BBC B & Master	£238
Morley Teletext Adaptor with ATS Rom	£99
Ecolink	£270

Z88 Portable Micro



£179

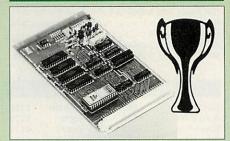
FREE

With every Z88 purchased from us, we are giving away absolutely FREE, a Z88 to BBC Interface Link, 4 rechargeable batteries and a compact Mains Battery Charger worth £38.

788 ACCESSORIES

2007100200011120	
32K RAM Pack or 32K EPROM Pack	£10
• 128K RAM Pack or 128K EPROM Pack	£3:
512K RAM Pack	£8
256K Eprom Pack	£5
Z88 Eprom Eraser Unit	£3
Z88 Carrying Case	£
Z88 Computing Book	£9.9
AA Nicad Rechargeable Battery	£1.5
Battery Charger Compact & Fast	£
Z88 Serial Printer Cable	£
Z88 Parallel Printer Cable	£11
Z88 to Archi Link	£1!
● Z88 to BBC Link £8 ● Z BASE	£5
● Z88 to PC Link II £27 ● Z TAPE	£4:
● Z88 to Macintosh £32 ● Z TERM	£4:
● Z88 Mains Adaptor £9 ● Z88 Modem	£11

Archi Real-Time Digitiser



Now supplied with NEW RISC OS Version Software

Watfords' Archimedes Video Digitiser is the most sophisticated digitiser ever designed for a micro. It provides a fast and flexible means of capturing images from a video camera or recorder for display and manipulation on the Archimedes range of Micros. Off-air televison signals may also be digitised via a video recorder or TV tuner. Please write for further details.

Price £119

A Set of Colour Filters for colour image grabbing £16 using a video camera

Archi Graphic Tablet



The Archi Graphic Tablet offers performance and accuracy comparable to other tablets priced at well over £400, and has the useful addition of a liftable cover, which can hold tracing material or menu templates securely. The package is supplied complete with sophisticated Archi software. (Now, fully LinCAD compatible. Recommended by Linear Graphic for use in Education). (FREE this month, PC Mouse Drivers

& Art package)

Special Price £165 (Price includes Tablet, Leads, Software & Puck)

Stylus Optional Extra £15

Archi Graphic Tablet Junior. Working area 9" x 6". Price includes Stylus

Disc Plonker Rack

When using ones micro. there is a tendency to have more than one Disc on the desk. This exposes them to the hazards of fingerprints, scratches, dust, coffee and



an untidy desk. Why not protect your valuable data from all these hazards with the help of our extremely handy and low cost DISC PLONKER RACK. Holds up to eight 5.25" discs.

Protection at Only: £2

Special Bulk Offer **Discs**

(Supplied packed in Anti-Static Lockable Storage Units) (Lifetime warranty on Discs)

BULK PACK DISCS in lots of 100

	S/S	D/S	D/S
Type	40T	40T	80T
• Without Sleeves 5.25	" £28	£33	£38
With Sleeves 5.25"	£31	£36	£41
• 3.5" D/S D/D £	27 for 50	£49 f	or 100

Acorn & Watford DFSs

 Watford sophisticated DFS ROM \$16.00 Watford DFS Kit complete £69.00 · We will exchange your existing ROM for Watford's ultimate DFS ROM at only £12.00 DFS Manual (comprehensive) £6.95 Acorn DNFS ROM £17.00

 Acorn ADFS ROM only £25.00 Acorn 1772 DFS ROM Kit £49.00

(The single Density DFS system is now old technology. Like Acorn, Watford too have replaced it with their more up-to-date 1772 DDFS Interface. We have informed most of the software houses of this decision in order that they can ensure compatibility with our highly sophisticated and fully Acorn compatible DDFS).

Watford's MkII 1772

Single/Double Density DFS

Many of our customers have wanted to use our superior DDFS and Acorn ADFS together. Now our Mk II DDFS Board with its 1772 Disc Controller, has been adapted to allow the use of Acorn ADFS as well. It also has all the commands of the Acorn's 1772 DFS, plus the added features as follows:

- Acorn ADFS compatible Use ADFS on our DDFS board.
- Auto 40-80 Track sensing no need to fuss with 40/80 track switches.
- An extremely powerful 8271 emulation ensuring compatibility with almost all software.
- New low profile small footprint board.
- Option to double the speed of file handling operations - BPUT and BGET.
- Operates in both single and double density modes.

• SPECIAL PRICE £44.00

 DDFS Manual (No VAT) £6.95

· We will exchange your existing DFS Kit for our sophisticated DDFS for only £30.00



3M - Diskettes

3M - SCOTCH Diskettes with Lifetime warranty from Watford Electonics your 3M Appointed Distributor

• 10 x 5.25" S/S D/D 40T (744)	£5
• 10 x 5.25" D/S D/D 40T (745)	£5
• 10 x 5.25" S/S D/D 80 Track (746)	£7
• 10 x 5.25" D/S D/D 80 Track (747)	£7
• 10 x 5.25" 1.6M D/S D/D High Density fo.	r IBM
XT and AT	£9
• 10 x 3.5" S/S D/D 40/80 Track	£7
• 10 x 3.5" D/S D/D 40/80 Track	£7
• 10 x 3.5" Double Sided High Density	£13



Top Quality 3.5" & 5.25" Diskettes

To complement our range of Quality Discs and Disc Drives. WE are now supplying SPECIAL OFFER packs of 10 Lifetime guaranteed discs. Each disc has a reinforced hub ring. Supplied complete with selfstick labels and a Plastic Library Disc Box.

£7
£12
£5
£5
£7
£9
each

Quality Disc Drives from Watford

All our Disc Drives are Double Sided and will operate in both Single and Double Density modes. All 5.25" Disc Drives are 40/80 track switchable. For ease of use, the switches are front mounted. Various UK "manufacturers" of disc drives for the BBC Micro (more accurately, "packagers" label other manufacturers drives with their own name). We buy the high quality NEC and Mitsubishi drives in large quantities directly from the manufacturers, package them and sell them at "dealer" prices direct to the public.

If you look around the popular BBC Micro press, you will find that the prices we quote for the top quality, new slimline disc drives are, virtually without exception, the best around. These prices, coupled with the backup of one of the country's largest distributors of BBC peripherals provides a superb deal.

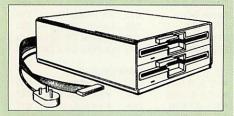
Unless you anticipate using dual drives in a fully expanded BBC system for long periods of time with little ventilation, then we suggest that our range of "CL" disc drives without the PSU (Power Supply Unit) would be quite adequate (extensive tests within our workshops have confirmed this). All drives are supplied complete with a SPECIAL UTILITIES Disc, Cables and Plugs. The Drives with power supply have a mains moulded plug for safety purposes. Ideal for Schools & Colleges.

When using a BBC Micro, most people find themselves short of desk space. The Watford's BBC Micro plinths form an ideal way of recovering some of this precious space. Your BBC Disc Drive and Monitor can all occupy the same vertical footprint and still be comfortably situated. With the Watford Double Plinth, your Disc Drive is mounted vertically at one side, leaving a very valuable area directly in front of you for such useful items as spare discs, pen, paper, reference manuals, etc. Follow the trend with a Watford plinth. (Turn to the 6th page of our advert for the Plinths).

P.S. All our 5.25" Disc Drives with PSU are compatible with the Compact Micro. All you require is our special Compact Disc Drive cables designed

"Test Bureau Approved for Use in Education"





Our Disc Drives conform to BS415

Type	Description		Attractively fir
	Disc Drive without	PSU	DW1 - Holds
• CLS400S:	Single, 40/80 track 400K Double sided Drive	£70	DW2 - Holds DW3 - Holds
• CLD800S:	Twin, 40/80 track, 800K Double sided Drives	£138	DW4 - Holds
	Disc Drive with PS	11	Floo

• CS400S: Single, 40/80 track, 400K

£80 Double sided Drive

• CD800S: Twin, 40/80 track, 800K £153 Double sided Drives

Special Cable to connect both 3.5" and 5.25" Disc Drives simultaneously to the BBC Compact £13

3.5" Disc Drive



These top quality 3.5" Double sided, 80 track, are attractively finished in BBC beige. They are supplied complete with all cables and a Utilities Disc.

Type	Description	
	Disc Drive without PSU	
• CLS35:	Single Disc Drive, 400K	£59
● CLD35:	Twin Disc Drives, 800K	£109
	Disc Drive with PSU	
• CS35:	Single Disc Drive, 400K	£82
• CD35:	Twin Disc Drives, 800K	£126

(P.S. CS35 is supplied in a twin case with a blanking plate to enable easy expansion to a dual drive at a later stage)

Disc Drives in Monitor Stand



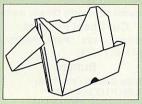
• CDPM 800S - Twin 5.25", 800K Double sided 40-80 track switchable disc drives mounted in an attractively finished Beige colour plinth for the BBC B & Master 128K micros. Supplied complete with integral power supply, cables and Utilities disc. The mains switch with neon On/Off light indicator, and the two 40/80 track switches are mounted on the front panel for ease of use.

£165

 DP35 800 – Same as above except, one disc drive is a 5.25" and the other is 3.5".

£154

Plastic Library Cases



DLC1 -	Holds 5 x 3.5" Discs.	£1.50
DLC2 -	Holds 10 x 3.5" Discs.	£1.90
DLC3 -	Holds 5 x 5.25" Discs.	£1.60
DLC4 -	Holds 10 x 5.25" Discs.	£2.00

Disc Albums

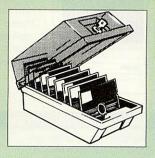
Vinyl
£2.50
£3.00
£3.50
£4.50

Floppy Head Cleaner Kit

The heads in floppy drives are precision made and very sensitive to dirt. The use of Cleaner Kit is a sensible precaution against losing valuable data. It is recommended to clean the drive head once a week. it is very simple to use. Available in 3.5" & 5.25", please specify.

Price £4

Antistatic Lockable Disc Storage Units



Gives double protection - Strong plastic case that affords real protection to your discs.

Antistatic helps avoid data corruption whilst in storage. The smoked top locks down.

Dividers and adhesive title strips are supplied for efficient filing of discs.

IVISS	- Holds up to 50 5.25 discs	14.95
• M85	- holds up to 95 5.25" discs	£6.95
• M25*	- holds up to 25 3.5" discs	£4.95
• M50	- holds 50 3.5" discs	£6.50
• M100	- holds 100 3.5" discs	£6.99
• M10	- holds 8 of No. 10 Data Cart	ridges£15

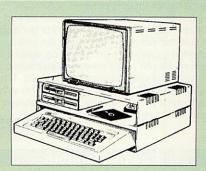
M2E holds up to E0 E 2E" dises

* Not lockable

Dust Covers (For our Disc Drives)

Single CLS (without PSU)	£3.20
Single CS (with PSU)	£3.25
Twin CLD (without PSU)	£3.85
Twin CD (with PSU)	£3.90

Plinths for the BBC B, **BBC Master & A3000**



Protect your computer from the heat of your VDU. Our micro plinths have slots for maximum ventilation. The single plinth is suitable for a BBC and VDU, whilst the double height version provides enough room for our stacked disc drive and other peripherals like, Eprom programmer, music unit or simply discs & stationery. The computer slides neatly in the lower section allowing easy access to remove the lid. Colour: Matching BBC Beige.

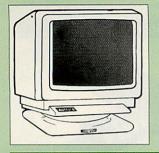
Single BBC Plinth 420 x 310 x 105mm £13 Double BBC Plinth 420 x 310 x 210mm £24 Single Master Plinth 490 x 310 x 105mm £14 **Double Master Plinth** 490 x 310 x 210mm £26

A3000 Single Plinth (very sturdy & precision made), has a slot on the left for the switch & cut out on the right for 3.5" Disc Drive



CREDIT CARD 24 HOUR Ansaphone Hot Lines (0923) 250234 or 233383

Continued $\rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow$



FRFF Monitor lead.

Please specify type required when ordering your monitor.

Microvitec Monitors

1431 - Standard Resolution Monitor	£169
• 1451 - Medium Resolution Monitor	£209
Cub3000 Medium Res for A3000	£189
• 1441 - High Resolution Monitor	£359
Dust Cover for Microvitecs	£5.50
Touchtec 501 Touch Screen	6230

Now 3 years Parts & Labour warranty on all Microvitec Monitors

Multiscan Colour

• Eizo 9060S	£389	• NEC 6FG	£1525
• Eizo 9070S	£579	Taxan 770LR	£362
NEC 3FG	£370	• Taxan 775	£362
NEC 4FG	£465	• Taxan 795	£397
NEC 5FG	£850	• Taxan 875	£685
 VIDC Enhance 	Board		£25

(We will supply the Watford's superior Multiscan VIDC Enhancer for Archimedes micro at only £10, if purchased with any Eizo or Taxan monitor.)
(P.S. Taxan 795 monitor is supplied with a FREE VIDC enhancer board)

Aries AlphaScan Monitor

Pound for Pound, the AlphaScan VGA Multiscan monitor provides the maximum performance and greatest flexibility of any 14" colour monitor for the Archimedes micro.

Its multiscan circuitry provides automatic adjustment for frequencies between 30 and 60KHz horizontal, and 50 and 90Hz vertical. Its 0.28mm dot pitch high resolution tube provides super sharp text graphics, while a high speed (70/72Hz) refresh rate provides a flicker-free display easing the eye strain. The Multivideo VIDC Adaptor supplied (free) with the monitor allows high resolution operation in all screen modes.

£325

Philips Monitors

• BM7502	12" Hi-res Green Monitor
● CM9933	14" Mod Bos Colour Monito

£167 Dust Cover for Philips Monitors £6

STAR BUY

• PHILIPS 14" Medium Res, dark glass, attractively finished Colour Monitor. A pushbutton switch toggles between Hi-Res monochrome green text mode and full colour display. (Please state the type of Connecting Lead you require).

ONLY £166

Spare Monitor Leads

BNC Lead for Zenith or Philips	£3
Skart Monitor Lead	£5
RGB lead for TAXAN Monitors	£3
Archimedes Colour Monitor Lead	£7.50

Concept Keyboards

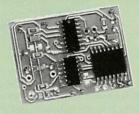
Standard A3 Keyboard with BBC Software	£138
Standard A4 Keyboard with BBC Software	£109
Archi A3 Keyboard	£139
Archi A4 Keyboard	£110

Aries 2000 Colour Monitor

This attractively finished, etched screen medium res monitor is supplied complete with built-in speaker, volume control and video output. All controls are located on the front panel for ease of use. Ideal for BBC, BBC Master, Archimedes and Amiga.

A bargain at £159

VIDC Enhancer



This unique VIDC add-on board for the Archimedes, This unique VIDC add-on board for the Archimedes, caters for all types of Multiscan and VGA monitor and mode requirements. There are 2 versions to suit all requirements. The multimode software supplied, provides all the new modes for the selected monitor type, including the now standard Computer Concepts modes. With VGA monitor, you are no longer restricted to a few modes. A WIMP application supplied on disc, allows new modes to be designed and existing modes to be modified for particular monitors

Super VGA VIDC Card: A unique electronic design allows the horizontal and vertical sync to be buffered and have the polarity changed under software

MultiVideo VIDC Card: As above but for MultiScan monitors only. £25

Panasonic Printers



The second secon		The second secon	100000000000000000000000000000000000000
• KX-P1123	£129	• KX-P1695	£272
• KX-P1124i	£173	• KX-P2624	*£295
• KX-P1170	£100	• KX-P2180	£165
• KX-P1624	£272	• KX-P2123	£219
• KX-P1654	*£335		

* Price includes 12 months On-site warranty

Cut Sheet Feeders

P36 - 1124/24i	£79	P37 - 1123/70/80	£69
P38 - P1624/95;	P2624		£129
	Buff	ers	

P12 4K Buffer Board for KX-P1081	£55
P14 32K Buffer P1123/24/70/80	
P1540/92/95; P1624/54/95	£16

Serial Interfaces

P19 for P1123/24/24i/70/80/1624/54/95/2624 £49

Citizen Printers

• 120D Plus	£100	Swift 9	£134
• 124D	£145	Swift 24E#	£234
• 224	£185	Swift 24X	£299
• PN-48	£209	• PN48 Ribbon	€4

FREE Colour Option with Swift 24E

Swift 9 Colour Opt	ion		£19
Swift 24 Colour On			£29
Swift 24 Ribbons	Black £4	Colour	£13
 Citizen/Archimede 	s Colour Printe	r Driver	£15

Integrex Colour Jet

Colour Jet 132 Printer	£449
Paper Roll	£6.50
BBC Screen Dump Software	£10
Colour Cartridge	£21
Black Cartridge	£12.40
100 A4 OHP transparencies	£55
8K Serial Interface Optional	£123
Colour Jet 2000	£POA

Star Printers

• LC15	£173	LC200 Colour	£143
• LC20	£100	SJ48 Inkjet	£174
• LC24-10	£133	• XB24-200 Colour	£295
• LC24-15	£240	• XB24-250 Colour	£355
• LC24-20	£169	XB24 Colour kit	£29
• LC24-200	£164	ZA200 Colour	£234
• LC24-200 Colour	£203	• ZA250	£297
 Star/Archimedes 		Printer Driver	£15

Star Accessories

Cut Sheet Feeder

£65 LC15/LC24-15 LC10/200/24-10 XB24-10 280 XB24-15

Serial Interfaces

8K Ser LC-200; LC24-200; FR10; FR15; XB24-10; XB24-15 £52

Buffers

32K Ram Card for LC/XB24-10; 15; LC200 £55

Ribbons

Black £4;	Colour £6
Black £5;	Colour £12
Black £5;	Colour £12
	Black £5;

Laser Printers

All Laser Printers include 12 months On-site maintenance

Brother HL-4	4ppm	£594
Brother HL4-V	4ppm	£694
 Brother HL4-PS Postscript 	4ppm	£1079
Brother HL8-V	8ppm	£1044
Canon LBP-4+	4ppm	£575
Canon LBP-8 III	8ppm	£970
Canon LBP-8III Plus	8ppm	£965
Epson EPL4100	6ppm	£550
Epson EPL7500	6ppm	£1150
Epson EPL8100	10ppm	£965
HP Laseriet IIP+	4ppm	£625
HP Laserjet III	8ppm	£1015
HP Laserjet IIID	8ppm	£1499
HP Laserjet IIIP	4ppm	£705
HP Laserjet IIIsi	16ppm	£2525
Panasonic KX-P4420	8ppm*	£620
 Panasonic KX-P4450i* 	11ppm*	£925
 Panasonic KX-4455 Postscr 	ipt 11ppm*	£1450
 Panasonic KX-P4430 Satin 	Print*	£999
Star LP-8 III 2	8ppm	£1249
Star LP-8 III	8ppm	£910
 Star LP-8 Star(post)script 	8ppm	£1140
Star LP-4	4ppm	£565
Star LP-4PS Postscript	4ppm	£779
* Now with 2 years Or	n-site warrant	y

	Laser	Ioners	
Canon 2, 3 & 4	£46	Star LP-8	£56
Epson GQ	£13	KX-P4420/50	£19
EPL 4100	£59	Laserjet HP IIP & IIIP	£42
EPL7100	£82	Laserjet II/D, III/D	£48
EPL7500	£99	Qume Crystal (3)	£58

	Laser RAM	Upgrades		
• IIP & III 1N	1B £51	 EPL7100 256K 	£39	
• IIP & III 2N	1B £88	• GQ5000 512K	£42	
• II & IID 1M	B £64	• KX4420/50 1M	£75	
• II & IID 2M	B £99	• KX4420/50 2M	£115	
• II & IID 4M	B £146	• KX4420/50 4M	£195	
 Canon LBI 	P4 1M £105	Star LP8 1M	£139	

Laser Drum & Developer

£275

 Epson Drum 	GQ5000	£93	EPL7100	£129
 Panasonic 4420 	Drum	260	Developer	£59
• Panasonic 4450	Drum	£93	Developer	280
Qume Drum		£76	Developer	€56

Jetpage	Postsc	ript	Cartridge	
HP IIP/III	£225	IID	& IIID	£227

Various Add-Ons	
Laserjet Appletalk Interface	£135
HP Adobe Postscript	£399
Pacific Page Postscript	£259
HP Premier Font Collection	£28
Laserjet various Font cartridges	from £45

Hewlett-Packard Printers

• # Desk Jet 500	£285	Paintjet	XL	£1045
Desk Jet 500 Col.	£449	• Quiet J	et Plus	£384
Paint Jet Colour	£430	HP Thi	nk Jet	£265
#3 years extended P	arts & La	bour war	ranty	£49
DeskJet 500 Car	t. Blac	£15;	Colour	£27
 Paintjet Cartridge 	s Black	£19;	Colour	£23
 Desk Jet 500 256K 	RAM ca	tridge		£99
• HP Epson FX Emu	lation Ca	rtridge for	Desk Jet	£59
• DJ 500 High Capac	ity Black	Cartridge	9	£21
Plug In Fo	nt Cartri	dges for	DJ 500	
• 22706B - Prestige	, Elite, Li	ne Draw f	onts	£55
• 22706C Letter Goth	nic & HP	Line Drav	v fonts	£56
• 22707P - Proprint	Emulatio	n Cartrid	ge	£57
 Desk Jet Unlimited 	(Book No	VAT)		£19.75

Canon Bubblejet Printers

			D'ble	Ink
	Printer	CSF	Bin	Cart
BJ10EX	£183	£43		£16
BJ300	£289	£88	£65	£12
BJ330	£380	£110	£79	£12
BJC800C	£1419			
• Spare E	Battery pac	k for BJ10E		£33

NEC Pinwriter Printers

- F2U	2100	- P/U		2419
• P30	£240	• P90		£635
• P60	£325			
• P60/70 Colou	r Option Ki	it		£59
• Ribbons Blac	k for P20/3	0 £6 fo	r P60/70/	90 £7
• Ribbons for F	60/70/90 E	Black £9	Colour	£13.50

Cut Sheet Feeders

P20 £59; P30 £85; P60 £89; P70/90 £80

Epson Printers

DFX5000	£1079	LQ1060 Colour	£595
DFX8000	£1960	LQ1070	£313
FX850	£264	LQ1170	£435
FX1050	£336	LQ2550+	£675
LQ100	£159	LX400	£101
LQ200	£162	LX850+	£140
LQ450	£165	LX1050	£206
LQ570	£205	SQ850	£432
LQ860 Colour	£444	SQ2550	£625
LQ870	£362		
Cu	t Sheet	Feeders for	

LQ570, LC	2870		£47
LX400/850	0/LQ200/4	100/450/500/550	
	LQ	1010/1070/1170	£72
LX1050	£115	FX850/LQ860	£128
FX1050/L	Q1060/SC	2850	£155
LQ2550	£299	SQ2550	£210

Tractor Feed for

LQ800 £44; LQ850/FX850 £69; LQ1050/ FX1050 £85; LQ2500 £90; LQ2550 £90.

Accessories

EX800/1000 Colour Option	£45
EX800/1000 Colour Ribbon	£14
LQ2500 Colour Option	£65
Multifont Card for LQ550/850/1050	£95

Epson Printer Interfaces

RS232 £28 RS232 + 2K Buffer £52

Printer Leads

	And the second second
BBC Centronics 4' long	£5
BBC Centronics 6' extra long	£7
Compact's Special Centronics Lead	£7
Nimbus Centronics Lead	26
IBM/Archimedes Parallel Lead 6'	€4
IBM/Archimedes Parallel Lead 5 metres	£10
IBM/Archimedes Parallel Lead 10 metres	£15
Double Ended 36 way Centronics Lead 4'	£7
Double Ended 36 way Centronics Lead 6'	29
MSX Centronics Parallel Lead 4'	£12
RS232 Leads (Various)	P.O.A.
IBM Keyboard extension lead coiled	£5

Plotters

Fall District Division and		Contract of the Contract of th	The second second
• HP7440AU	£525	• HP7475AU	£715
	Roland	Plotters	
• DXY1100	£490	• DXY1200	£620
• DXY1300	£825	• DXY2500	£2345
• DXY3500	£2955	 Sketchmate 	£310
 Roland plotte 	r Pens, Fib		£7.50

isting Paper (Perforated)

Listing raper (renorated	
• 1,000 Sheets 9.5" x 11" Fanfold Paper	£7
• 2,000 Sheets 9.5" x 11" Fanfold Paper	£11
• 1,000 Sheets 9.5" x 11" NCR 2 Part Fanfold	£21
• 1,000 Sheets 15" x 11" Fanfold Paper	£9
• 2,000 Sheets 15" x 11" Fanfold Paper	£16
• 1,000 Sheets true A4 Fanfold Paper 70gms	£11
• 2,000 Sheets true A4 Fanfold Paper 70gms	£21
Teleprinter Roll (Econo paper)	€4

(All our Fanfold paper is Micro perforated leaving a smooth clean edge when the tractor feed strips are

Carriage 1K Sheets £2.50, 2K Sheets £3.00

Printer Labels

(On continuous fanfold backing sheet)

1,000 90 x 36mm (Single Row)	26.00
1,000 90 x 36mm (Twin Row)	£6.25
1,000 90 x 49mm (Twin Row)	£7.50
1,000 102 x 36mm (Twin Row)	£6.75

Laser Printer Labels on A4 Sheets

3750 70 x 29mm (3 Rows)	£13.50
3000 70 x 37mm (3 Rows)	£13.25
2625 70 x 42mm (3 Rows)	£13.00

Printer Ribbons & Various Dust Covers

Ribbons	Dust Covers
-	£3.50
-	£4.00
	£9.00
£2.75	£4.50
£2.75	£4.75
£3.75	£4.85
£3.50	£5.00
£2.95	
£3.95	
£3.25	£5.00
£3.25	£6.00
£4.00	
£2.75	£4.50
£3.50	£5.00
£2.95	£3.75
£4.50	£5.00
£3.25	£4.75
£7.00	£5.00
£2.95	£6.00
26	
	22.75 £2.75 £3.75 £3.50 £2.95 £3.95 £3.25 £4.00 £2.75 £3.50 £2.95 £4.50 £3.25 £4.50 £3.25 £4.50

Original Panasonic Ribbons

Guaranteed to last 3 million characters P110 for KX-P1081, 1592 & 1595 P115 for KX-P1180 £7 P145 for KX-P1124 £7 P140 for KX-P1540 £8 P155 for KX-P1624 £8

Professional Printer Stand



The professional printer stand takes hardly more space than your printer. Due to the positioning of the paper feed and re-fold compartments ie. one above the other, the desk space required for your required for your printer functions is

effectively halved. Its ergonomic design ensures smooth paper flow and automatic refolding.

80 Column version £24 (carr. £3) 132 Column version £29(carr. £4)

Universal Printer Sharers/Changer

Connect up to 5 Micros to 1 printer or 5 printers to 1 Micro with our combined, Sharer/Changer switch

Standard Low Cost Type

Serial	Parallel
£10	£11
£13	£14
£16	£17
	£10 £13

Professional Type

Connects	Serial	Parallel
• 2 to 1	£17	£18
• 3 to 1	£22	£25
• 5 to 1	£34	£38
Cat	les extra at £6 e	each

2 Way Compact Printer Switch

A handy 2 way printer switch can be attached to the micro or monitor for ease of use.

● Centronics £18; ● Serial £17 (Cables extra at £6 each)

Auto Printer Sharer Switch

Connects	Serial	Parallel
2 to 1	£40	£45
4 to 1	£62	£49
8 to 1		£89

256k Multi Spooler

These Auto Parallel Printer Sharers have built-in 256K of Printer Buffers. They can be used as Auto Sharers, Printer Buffers or both.

• 2 ln/2 out	£135	• 4 ln/2 out	£169
• 8 In/1 out	£199		

Compact Converter Units

Serial to Parallel £36 Parallel to Serial £37

_aser Direct

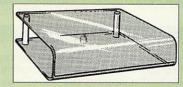


Laser Direct Qume 6ppm complete

• Special High Res Card 600 DPI for Canon LPB 4 & LPB 8 Laser Printers £315 LPB 4 Printer plus High Res Card £875

• LPB 8III Printer plus High Res Card £1275

Perspex Printer Stand



Give your Computer System a touch of Class with our elegant, smoke finished Perspex Printer stand.

80 Column version £16 (carr £3) 136 Column version £20 (carr £4)



Quest Mouse III & Quest Paint	£59
Quest Mouse III, Quest Paint, AMX Stop Press & Pagefont	289
Quest Mouse III only	£30
Quest Paint Software only	£34
Quest Font Disc (22 Text Fonts)	£15
Quest Mouse Mat (Red or Blue or Green please specify)	£3
 Quest Colour Dump Disc – This new software allows you to print direct from Quest Paint to your Integrex Colour Printer 	£18
(P.S. Quest Paint is not compatible with BBC Compact)	

Quest Paint is the winner of the BBC Acorn User 1990 Award for the Best Art/Graphics software



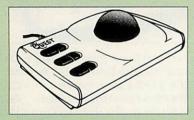
Quest combined with ConQuest and Acornsoft GXR ROM make up THE MOST POWERFUL drawing packages available for the BBC range. Quest Paint is able to take advantage of almost any additions to your machine, such as Shadow or Sideways RAM. ConQuest takes this principal even further, by utilising the otherwise normally incompatible Sideways RAM facility by holding pictures in them.

ConQuest ROM Package	£30
(Price includes software in ROM and a	
comprehensive Manual).	

(Not Compatible with BBC Compact)

Quest - Tracer ball

An attractively finished, extremely reliable, mouse replacement, input device. Requires very little desk space. Connects directly to your BBC B, BBC Master or Archimedes Micro.



QT-10 BBC/Master Version £25 QT-20 Archimedes Version £26

Mouse Cleaning Kit

To obtain trouble free operation and prolong the life of your mouse, the high tech rodent requires regular cleaning. Our deluxe mouse cleaning kit is ideal for the purpose

Mk II Light Pen

Ideal for BBC B and Master. Price includes software on disc and operating manual £17

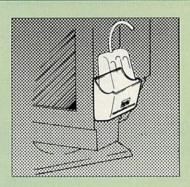
Mk III AMX MOUSE

• AMX Mouse plus Super Art £54

Please specify for BBC, Master or Compact)

AMX MOUSE ONLY	£29
AMX SUPERART Package	£29
AMX STOP PRESS – A Desktop	
publishing software. Works with	
Keyboard, Joystick or a mouse	£25
PAGE-FONTS - Over 20 Fonts for	
use with AMX Pagemaker	£13
AMX DESIGN (ROM)	£34
AMX XAM Educational	£15
AMX EXTRA EXTRA	£16
MOUSE MAT	£3

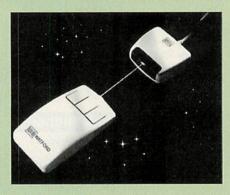
WE Mouse House



Treat your mouse to a cosy Mouse House. This handy little gadget solves the problem of where to store your mouse when it is having a rest. Made of sturdy plastic, the WE Mouse House attaches to the side of your computer, monitor, disc drive etc.

Only £3

Archi Cordless Mouse



Features

- Infra Red Signal Transmission
- High Resolution 200 DPI
- High Tracking Speed of 600mm/s up
- Anti-static Silicon Rubber Coated Ball
- Low Friction Teflon Footpads
- Power by two AAA size batteries (not included)
- Automatic Standby Mode after 5 seconds inactive
- Auto Power Shut-Down after 20 seconds inactive

Price £59

BEEB VIDEO DIGITISER



"Test Bureau Approved for Use in Education"

Using any source of composite video (colour or monochrome) and the Watford Beeb Video Digitiser, you can convert an image from your camera into a graphics screen on the BBC Micro. This uses the full graphics capacity of the BBC micro in modes 0, 1 or 2. The video source may be a camera, video recorder or television, and is connected via the video output socket. The software supplied includes a sophisticated, fast screen dump routine.

Images produced can be compressed, stored to disc, printed on an Epson compatible printer, directly used to generate graphics, analysed for scientific and educational use or converted to other formats e.g. Slow Scan TV or receiving a picture from a remote camera using a modem. The output from the digitiser exactly matches the graphics capability in each mode, with up to 8 levels of grey in mode 2. The unit connects into the User Port and automatically scans a complete picture in 1.6 seconds.

£99

(BBC B+ and Master compatible, except Master with Econet)

(Price includes) Digitiser Unit, Software in ROM & a Comprehensive Manual)

Beeb Hand Scanner

Hand-held Scanner for the BBC Micro



Watford Beeb HandScan is a compact unit which will allow photographs, diagrams, or any other documents to be digitised quickly and easily, to then be used in a desk top publishing package, art program, or even in your own Basic programs!

The HandScan plugs directly into the 1MHz bus on the BBC while a comprehensive set of utilities provided by the sophisticated ROM firmware. The scanner has a resolution of either 100 DPI or 200 DPI when accuracy is essential. Pictures as wide as 4" may be scanned in mode 0 and various types of dithering may be selected to simulate the grey levels of a scanned picture.

All necessary software has been included in the firmware to allow the scanner to read images directly into our Wapping Editor with little more than the click of the mouse. The digitised picture may then be incorporated into your magazine, newsletter, report or any other document.

Beeb HandScan & Firmware



Winner of the BBC Acorn User 1990 Award for the Best DTP/Word Processor

The Wapping Editor

The Wapping Editor from Watford Electronics represents a breakthrough in Desktop Publishing for the Beeb. The package includes a 64K ROM containing ALL the software needed to get into print fast; a very sophisticated graphics module professional quality typesetting software, a word processor, a comprehensive font editor for designing your own typefaces, and a variety of printer dumps. This mouse-driven system is designed for the BBC B, the B+ and Master computers and will take full advantage of any Sideways and Shadow RAM that may be fitted. It will run under DFS, ADFS and Network filing systems and requires as a minimum just a single

Included with the system is a utility disc containing several high quality fonts, various utilities and a ROM image of a Support ROM. A comprehensive 100 page manual completes the package. The Support ROM contains routines to allow an area to be rotated to any angle or distorted to any four-sided shape. Also included are facilities to draw ellipses at any angle and sectors, segments and arcs (in Master or BBC B with Acorn GXR).

Another of the features of the Support ROM is a 'Turbo DFS' which gives DFS access times comparable with those of ADFS.

Page Layout Section

The Wapping Editor may be used to create pages of any size from an A6 to a full A3 page. If none of the eight default page types suit your purpose, the stand-alone page creation program may be used to create pages to your own requirements. By using proportionally spaced fonts and genuine microspacing it is possible to print over 150 characters across an A4 page. A unique feature of the Wapping Editor is the 'A5 x 2' page size allowing two A5 pages to be printed side by side onto a single A4 sheet.

The graphics module incorporates the facilities like: pencil, brush, airbrush, polygon, circle, eclipse, fill, cut & paste, etc.

Text may be typeset, either justified or unjustified, in any font anywhere on the page. Simply select which font and text document you wish to use, and pull out a rectangle on the page where you want the text to be – it's as simple as that! Multiple columns may be printed just as easily and a special 'expand' feature may be used to expand the microspacing so that the document exactly fits the space defined

Word-Processor

The integral word processor is the ideal tool for producing your text documents, although text can of course be read in from any of the other popular word processors such as View, Wordwise etc.

The Font Editor

The font editor module will allow you to design your own typefaces or to modify the ones provided on the utility disc. This sophisticated editor has numerous functions designed to take the tedium and frustration out of producing good looking, well balanced fonts. Each character may be individully proportionally spaced and characters of any size up to 16 x 16 pixels may be defined.

Pictures may also be 'grabbed' from a video source by using the Watford BEEB Video Digitiser.

Wapping Editor Software Pack €59 Wapping Editor plus Mouse

(Wapping Editor only works with Master Compact if a Mertec Expansion box is fitted)

Wapping Art Disc

Over 250K of clip art to cut and paste into your Wapping Editor pages. Pictures include maps, transport, people, media, sport, games etc.
Two 'ratio' screens for use with hi-res and rotated A5 pages to ensure images are not distorted when

Music writing symbols in the form of pattern and brush for quick production of manuscripts are included together with staves.

There are two prepared hi-res pages layed out for printing labels, both single and double width. Ready made label designs are included but these can be easily replaced with your own designs.

A Mode 0 screen dump routine is also included. To pack such a large amount of data onto the discs the screens have been compressed and routines to compress and expand Mode 0 screens are included on both discs. Using the packing routine you can archive large numbers of screens onto a single disc.

£15

Wapping Font Disc 1

Sixteen additional fonts, including smaller version of Oberon and Daisy and two new sizes of the standard font for the Wapping editor.

Also included are three Mode 0 screens containing giant 'headline' fonts to cut and paste to create extra smooth headlines. Supplied complete with instructions.

£12

Wapping Font Disc 2

This new addition to our Wapping range of DTP software provides you with additional 23 fonts for the Wapping Editor DTP pack. (80 track discs £13

Archi A4 Scanner



This most advanced Archi A4 image scanner is supplied complete with ROM based podule software. Features provided include facilities for zooming in on an image and inverting the image in X and Y directions, saving and printing of the sprite created. Interactive help is supplied using the

HELP application on the Acorn applications discs.
The 216mm scanning width can cope with both desktop scanning of single sheets, photographs, diagrams, etc., with its fast ten page automatic document feeder, but it can also detach from the feeder to become a convenient hand-held full page

scanner for larger documents or pictures.
Scanned image control can be freely adjusted in increments of 10 dots per inch from 100 up to 400 dpi resolution with 64 levels of grey scaling. A built in shading controller and manual brightness control

achieve optimum image clarity.
Unlike some scanners, which use a red light source, the Watford scanner uses a yellow/green source which vastly improves the light/dark contrast, thus eliminating the effect where any red-based colours are faded down to white and so do not show up in the scanned image.

All these features and facilities combine to make the Archi Page Scanner the fast and convenient way in which to add that extra impact, interest and clarity to documents, reports, instruction sheets, manuals, news letters, etc., from your Archimedes DTP package.

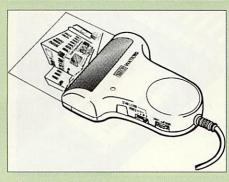
New Low Prices:

Archi A4 Scanner £269 Sheet Feeder for above £75 Scanner + Sheet Feeder

Computer Concept Scanlight

	THE RESERVE TO THE PERSON NAMED IN COLUMN TWO IS NOT THE PERSON NAMED IN COLUMN TWO IS NAME
Scan-Light A4	£275
Scan-Light A4 + Sheet Feeder	£368
Scan-Light Junior mono	£130
Scan-Light Junior 256	£197

Archi Mk II **Hand Scanner**



Watford Electronics is now able to offer a complete hand held scanning package, possibly the most essential addition to any desk top publishing system, for only £119. The package includes the most comprehensive utility software available for the Archimedes, a high quality hand held scanner, and all necessary documentation to get you going straight away.

SCANNER

The scanner is capable of scanning up to an amazing 400 dots per inch (DPI)! The scanning area is 4" wide, and the height is only limited by the maximum amount of memory available. The dot resolution may be switched to 100, 200, 300 or the maximum 400 dpi. One of four operating modes may be selected offering either pure monochrome scanning, or one of three grey level modes. The grey level modes use different size dither patterns to represent up to 16 shades of grey. There is also a dial to allow the "brightness" to be adjusted over a wide range, in order to optimise the quality for any specific image. The scanner interface is a standard, single width, expansion card (podule) which plugs into the Archimedes' backplane. The socket on the rear panel connects the scanner by 1.8 metres of cable.

SCANNER SOFTWARE

Full use is made of the windowing and the multi-tasking facilities of RiscOS. The software is supplied in a 64Kbyte ROM located on the interface board. The scanner appears as a small icon on the desktop icon bar, and the software is retrieved from the ROM simply by clicking on that icon. As you scan a page, the image appears in the scanning window on the screen, scrolling up in real time. The other facilities included in the software are.

Cropping and scaling to any size including stretching and squashing in X and Y direction separately.

Colour tinting. X and Y flip

Edge detection which turns solid objects into outlines.

Selective directional copying which allows features (i.e. lines or text) to be made thicker or thinner.

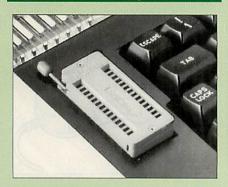
Scanned images may be saved as sprite files or transferred directly into other RiscOS applications (DTP, Draw, Paint) simply by dragging the sprite file into the application's window. Sprites may also be generated using anti-aliasing. This greatly improves picture quality and is particularly effective when scanning material with a range of grey tones, such as photographs. Images can be printed on any printer that is supported by a RiscOS printer driver, with optional settings for portrait or landscape modes, image scale and positioning. Images are printed using the full resolution of the printer and are not limited to the screen resolution.

On-screen help is provided via the RiscOS interactive help facility. Calls are also provided in the ROM for users wishing to write their own software, incorporating the use of the scanner.

AHS-4 Archi 300/400 Version £119 AHS-3 Archi A3000 Version £129

Continued $\rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow$

Sideways ROM **ZIF Socket System**



Allows you to change your ROMs quickly and efficiently, without opening the lid. The ZERO INSERTION FORCE (ZIF) socket is located into the ROM Cartridge's position.

- · Very simple to install. NO SOLDERING required. The ZIF eliminates the possibility of damage to your ROM pins when inserting & extracting
- . The low profile of the socket allows unrestricted access to the Keyboard.
- · We also supply a purpose designed see-through storage container with anti-static lining, allowing you to store up to 12 ROMs, protecting them from mechanical and static damage.
- BBC, B and B+ compatible.

£18

ROM Cartridges for the BBC Master

Will also accept the new larger Piggy Back ROMs like: Interword, Interbase, Quest, Conquest, etc

Twin £8: Quad £13

User Port Splitter Unit



Gone are the days when you had to plug and unplug devices from the User Port. This extremely useful little device allows two units to be connected to the User Port simultaneously, and select between them simply by toggling a switch. This device is particularly useful for those people using Quest Mouse and the Watford Video Digitiser or any similar combination

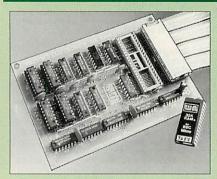
Excellent Value at £22

Aries B-488 **IEEE-488 Interface Unit**

The Aries-B488 is an interface unit to enable the BBC micro to control and monitor IEEE-488 bus systems. The IEEE-488 bus (also known as the 'GPIB or 'HP IB') is the standard method of interconnecting programmable laboratory instruments and control equipment. Using the B488, up to 15 devices may be connected in a single high-speed data network.

£238

32K Shadow RAM/Printer **Buffer Card Expansion Board**



A MUST FOR WORD PROCESSING

Simply plug the ribbon cable plug into the 6502 socket and gain a massive 32K of extra RAM.

- While word processing, you don't wait for a slow printer, type in text while printing and save on expensive printer buffers.
- "VIEW" Wordprocessor users can now type in letters in 80 columns and have up to 28K bytes free - 5 times as much as normal.
- In WORDWISE (or WORDWISE-PLUS), preview in 80 columns with the full 24k of text in memory. This product is recommended as an ideal complement by Computer Concepts.
- Combine GOOD GRAPHICS and LONG PROGRAMS. Use the top 20k of the expansion RAM as the screen display memory, leaving all the standard BBC RAM free for programs. Benefit from MODE 0/1/2 graphics and 28k of program space.
- Use the full 32k or the bottom 12K of the expansion RAM as a printer Buffer. (P.S. Only 12K printer buffer can be used with Wordwise & WW+, due to the way they are written).
- Unique facility to turn ROMs off and on again.

Only £54

(Price includes a comprehensive manual and the ROM)

ARIES B-32 Shadow RAM Card

Commander Joystick



Watford Electronics' new Commander Joystick for the BBC B and Master 128K has a unique dual mode of operation giving selective free floating or self centring fully variable control in both X and Y axis directions. Commander is particularly good for flight simulation and drawing programs.

Features:

- Direct connection to BBC Analogue input port no interface needed.
- Fully compatible with all BBC Joystick controlled games programmes.
- Switchable springs allow selection of floating or centring operation.
- Trim adjusters for both X and Y axes for fine centre adjustment.
- Convenient stick mounted fire button with additional base buttons.

Price: £15

ROM/RAM Card



- NO SOLDERING required to fit the board.
- Fully buffered for peace of mind.
- Compatible with BBC micros (not BBC+ or Master).
- Total number of ROMs increased from 4 to 8.
- Up to 8 banks of sideways RAM (dynamic)
- Option for 16k of battery backed CMOS RAM (CMOS RAM needs one ROM socket).
- Software Write protect for ALL RAM.
- Read protect for CMOS RAM.
- Separate RAM write register (&FF30 to &FF3F).
- Automatic write to currently selected RAM socket for convenience.
- FREE utilities disc packed with software.
- Large printer buffer.
- UNIQUE fully implemented RAM FILING SYSTEM (similar to the popular Watford DFS). ROM to RAM load and save facilities.

The SFS (Silicon Filing System) can utilise up to the full 128k of RAM (with the SFS in any paged RAM) as a SILICON DISC. This behaves as a disc drive, with all the normal Watford DFS features (including OSWORD &7F for ROMSPELL, etc.) to provide an environment that looks like a disc but loads and saves MUCH faster.

PRICES:

•	ROM/RAM card with 32k DRAM	£42
	ROM/RAM card with 64k DRAM	£54
	ROM/RAM card with a massive 128k	
	DRAM	£89

ORTIONAL EVERAC.

OI HONAL LATINAS.	
in Static RAM kit	83
M for Upgrade	£13
ackup	£3
Write protect switches	£2 each
ROM-RAM card with all or	otions
	£109
	in Static RAM kit M for Upgrade ackup I Write protect switches

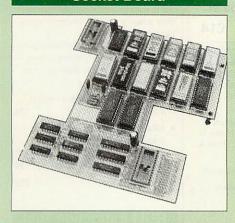
Voltmace Joysticks		
Delta 3B Single Joystick	£10	
Delta 3B Twin Joysticks	£15	
Delta 3C Joystick for Compact	£10	
Delta 14B Single Joystick	£11	
Delta 14B/1 Adaptor Module	£12	
Transfer Software Disc-Tape	£7	
Delta-Cat A mouse eliminator Joystick		
for the Archimedes	£24	

Delta Base B



Analogue aircraft style yoke Joystick to run in the analogue port of the BBC B & Master 128

Solderless Sideways ROM Socket Board



The key features of this no fuss, easy to install card are:

- Increases your BBC Micro's ROM capacity from 4 to 16.
- No soldering required.
- Very low power consumption.
- · Compatible with Torch, DDFS, RAM Card, 2nd Processor, etc.
- Socket 14 takes two 6264 RAM chips.
- Read protect to make RAM "Vanish") allows recovery from ROM crashes.
- · Battery backup option for RAM chips.
- · Supplied ready to fit with comprehensive instructions.

Price: Only £35 Battery Backup fitted £39 Battery Backup only £3 16K Sideways RAM £8

 Sideways RAM Utilities Disc for Solderless ROM Board. Includes the options to load and save ROM Images and the facility to use Sideways RAM as Printer Buffer.

Only: £8

€26

System

BBC Educational Software

	The state of the s	STATE OF THE PARTY OF THE PARTY.
•	Maths with a Story 1 (Disc). 4 primary le	vel
	maths programs	£20.00
•	Maths with a Story 2 (Disc). 4 further	
	maths programs.	£20.00
•	Picture Craft (Disc) 6-14 age group. Pac	k
	consists of flexible geometrical design &	
	colouring programs.	£17.00
•	POLYMERS O-Level program.	£20.00
•	Classification & Periodic Table O-Lev	el. The
	suite is supplied with its own datal	base of
	chemical elements which can be cla	assified
	according to your own rule.	£20.00
•	ADVANCED TELETEXT SYSTEM	£8.65
•	PERIOD TABLE SOFTWARE	£20.00
•	Computers at Work - Primary	£17.35
•	Electric Fields 6-14 years	£11.25
•	Espana Viva - 3 Discs	£19.95
•	WHITE KNIGHT Chess game	£16.00

PERIOD TABLE SOFTWARE	£20.00
Computers at Work - Primary	£17.35
Electric Fields 6-14 years	£11.25
Espana Viva – 3 Discs	£19.95
WHITE KNIGHT Chess game	£16.00
A Vous La France	£29.00
FUN SCHOOL 2 - Red: Under 6 yrs	£12.00
• FUN SCHOOL 2 - Green: 6-8 yrs	£12.25
FUN SCHOOL 2 - Blue: 8 yrs+.	£12.50
FUN SCHOOL 3 – Red	£18.50
FUN SCHOOL 3 – Green	£18.50
FUN SCHOOL 3 – Blue	£18.50
• Six French Games - Aimed at pupils in t	heir
first year of French, but also useful as rev	rision
for more advanced students 11 years+	£26
 More French Games – Another 6 games 	
12 years+	£26
Au Restaurant and Accident de Route	
12 years+	£26
Boulogne and Oh-Les - 2 programs for	

beginners

Letters to French Penpals - 11 years+	£26
French Programs with Henri Beret - The	
programs in this series present vocabulary,	
grammar and role-play phrases in the form	of
animated games. 11-16	£22
Six German Games - Aimed at pupils in th	eir
first year, but useful as revision for more	
advanced student of German. 12 years+	£22
More German Games - Aimed at pupils in	their
2nd year of learning German. 12 years+	£22
	French Programs with Henri Beret – The programs in this series present vocabulary, grammar and role-play phrases in the form animated games. 11-16 Six German Games – Aimed at pupils in the first year, but useful as revision for more advanced student of German. 12 years+ More German Games – Aimed at pupils in

	wore derman dames - Aimed at pupils in the	ш
	2nd year of learning German. 12 years+ £2	22
•	An Introduction to Electronics - Brings together	ər
	all the basic electronics required for a GCSE	
	Physics or CDT course. 14-16 years £2	26
•	Computer Control - This is a package of 3	

	programs simulating control of a greenhouse	e, a
	robotic arm & a chemical plant. 14-16 years	£26
•	PUNCMAN Learning punctuation	
	D	

PUNCMAN Learning punctuation	
Puncman 1 & 2 for 7 - 13 years	£15
Puncman 3 & 4 for 8 - 14 years	£15
Puncman 5 & 6 for 8 - 15 years	£15

•	Yes Chancellor – A chance to take over number		
	11 at Downing Street. 12 years+	£18	
	Latters 9 Distures Introduces phonic als	11- 4-	

•	Letters & Pictures -	Introduces	phonic skil	lls to
	Infants 6-8 years			£15

 Numbers & Pictures – Early number I 	learning
is a great fun (4-6 years)	£15

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	the notes on the Clef with this elegant game	3
	programs (7 to Adults)	£
•	Maps & landscapes No. 1 (9-14 years)	£

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•	Help Your Child learn Basic Map work No. 2	
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•	Pirate -	Educational Adventure (8-14 years)	£15
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		cuc		Software	
•	Animated Alphab	et	•	Glimpse Clip Art	
	(3-6 yrs)	£21		Utility (7-16 yrs)	83
•	Arcventure		•	Highlighter	
	(8-12 yrs)	£29		(6-16 yrs)	£42
•	Bookbinder	£43	•	Jiglet	£27
•	Bumper Disc	£14	•	Jigsaw	£28
•	Bumper Disc 2	£14	•	Mapventure	
•	Craftshop 1	£26		(9-13 yrs)	£24
•	Craftshop 2	£26	•	Microbugs	£24
•	Converta-Key	£16	•	Money Matters	£16
	Data Word	£16	•	Nature Park Adve	en-
	Desktop Stories	£35		ture (7-9 yrs)	£27
•	DigiSim	£35	•	Numerator	£60
	Dream Time		•	1 lotare book	£16
	(5-7 yrs)	£23	•	Recall (6-13 yrs)	
	Droom	£19	•		£24
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	(9-13 yrs)	£25		Mada (9-13 yrs)	-
	Fun School 2A		•	Sting of the Dum	(Law)
Ĭ		£12		(9-13 yrs)	£22
	(up to 6 years)		•	Target Maths	£16
•	Fun School	2A	•	Viewpoints	
	Green (6-8 years			(9-12 yrs)	£33
	Fun School 2A		•	Wizard's Reveng	
	(8 years +)	£14		(7-10 yrs)	£17
•	Gate Array Tead	ching	•	Worst Witch	

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(7-10 vrs)

Connecting Leads

(All ready made and tested)	
CASSETTE LEADS 7 pin DIN Plug	
o 3 pin DIN Plug + 1 Jack Plug	£2.50
o 7 pin DIN Plug	£3.00
o 3 Jack Plugs	£2.50
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Disc Drive Power Leads

Supply from BBC power supply to standard Disc Drive Connection: Single £3.00; Dual £3.75

Disc Drive Interface Leads

BBC to Disc Drives Ribbon Cable Single £4 Twin £6

Miscellaneous Connectors

	Plugs	Sockets
RGB (6 PIN DIN)	50p	75p
RS423 (5 pin Domino)	70p	80p
Cassette (7 pin DIN)	40p	95p
ECONET (5 pin DIN)	35p	50p
Paddles (15 pin 'D')	150p	250p
Disc Drive Plug 4 way	100p	
6 way Power Connector	120p	150p

Watford DATA DUCK

Convert two single Disc Drives into one Dual Drive with this simple external unit (Suitable for Disc Drives with PSU. For Disc Drives without PSU, you will also require Watford Power Duck, see below).

£14

Watford POWER DUCK

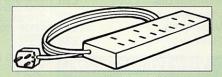
£8

Surge Protector Plug

Fitted in place of your normal mains plug, this device protects your equipment (and data from corruption), against mains high voltage translent spikes/surges caused by lightening or thermostats switching.

Protection for only £8.50

4 Way Mains Distribution Socket



4 way top quality mains trailing sockets. Supplied wired up with mains plug ready for use. Can be screwed to floor or wall if required. Very useful for tidying up all the mains leads from your peripherals.

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28pin DIL Header Plug

SOLDER type £1.50 IDC CRIMP type £1.95

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Increase the speed of your Disc Drives by soldering this switch to your BBC B or B+ keyboard

Only £1.00

28 pin ZIF SOCKET (Textool) £6.95

Computer Concept's ROMS

Disc Doctor	£18
Inter BASE	£49
Inter CHART	£25
Inter SHEET	£37
Inter WORD	£36
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Wordwise plus

We are giving away absolutely FREE, the superb Word-Aid ROM worth £24, with every WORDWISE PLUS package bought from us.

Word-Rid

This advance utilities ROM extends the power of your Wordwise plus ROM.

- Alphabetical sorting of names and
- Text transfer options.
- Chapter marker.
- Epson printer codes function key
- Search and display in preview mode. Embedded command removal. Print Multiple copies of a document. Multiple file options for print and
- preview. Address finder.

View 3 0 ROM

- Label printer.
- Mail-merger.
- Number/delete/renumber. Clear test-segment area. BBC B, B+ and Master compatible.

Only £24

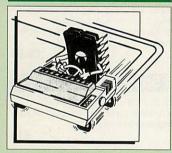
C15

(N.B. Word Aid requires a Disc interface in your Micro)

Acorn ROMS

£36
£36
£25
£20
Compact)
£12
£38

View Printer Driver ROM



View is a powerful word processor, but it seriously lacks in terms of printer driver support. With the View Printer Driver ROM, the View users will find themselves in the realms of advanced word processing.

Price: Only £29

Mini Office 2 - Disc

for BBC B & B+	£12
for BBC Master	£14
for BBC Compact	£16

(When ordering please specify for which Micro & 40 or 80T Disc)

Assorted ROMS



A	CORN ADFS CORN BASIC 2 plus User Guide corn BCPL CORN DNFS corn FORTH corn Graphics	£25 £22 £42 £17 £32 £25
	cornsoft C Disc	£36
	corn LISP	£19
	corn OS B+	£25
	corn OS 1.2	£14
	asic Editor	£24
B	eebmon	£22
	ommunicator	£49
	ump Out 3	£25
	raphics Extension Rom	
	XR-B	£21
	XR-B+ ogotron LOGO	£22
	ASTER OS ROM	£43 £38
	aster ULA (47)	£15
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	icro Prolog	£25
	icrotext Disc	€46
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	umerator – Archi	£69
	umerator – BBC	£39
	endown ROM	£32
	om Manager	£20
	ERIAL ULA	£13
1000000	ED	£35
	ermulator B, B+ ermulator Master	£28 £32
	deo ULA	£14
	Mb OS ROM	£39
	IIB CC HOIII	200

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6512A	£10.00	
6522	£4.00	
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62256ALS-15	£10.00	
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Acorn Speech Synthesizer package complete, for the **BBC B Microcomputer**

Special Offer

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CASHBOOK - A complete "Stand Alone" accounting software package for the cash based sole trader/ partnership business.

FINAL ACCOUNTS - Trial Balance with inbuilt rounding routine; Notes to the accounts; VAT Summary; Profit & Loss A/C; Balance Sheet.

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All this for only £21 (Disc)

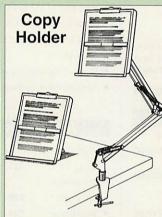
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DATABASE - Set up a computerised card index system with powerful search facilities

SPREADSHEET - Offers many calculation and editing features

BEEBPLOT - Provides visual representation from Spreadsheet data.

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Whether you want to type in your latest program or the draft of a new trilogy, Watford's manuscript holders are superb for holding your paper at the ideal height and angle to allow you to read and type in ease and comfort.

Available in 2 full A4 versions, desk resting and shelf clamping. Paper is held firmly by means of a plastic retaining ruler and a clip grip.

> Desk Top £8 Angle poise £12



Copy holders as above but with a NEW above but with a battery operated, remote controlled cursor/guler (By bond cursor/ruler. (By hand or foot pedal.) (Batteries 2 x AA not

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TEX EPROM ERASERS

EPROMs need careful treatment if they are to survive their expected lifetime. Over erasure of EPROMs very rapidly turns them into ROMs!

The TEX erasers operate following the manufacturers specifications to give the maximum possible working life by not erasing too fast.

- ERASER EB Standard version erases up to 16 chips. €34
- ERASER GT Deluxe version erases up to 18 chips. Has automatic safety cut-off to switch off the UV lamp when opened.
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ROM Extraction Tool

This extremely useful tool allows you trouble free chip insertion and removal from your computer by distributing the removal force over the whole £2 body of any 24 or 28 pin chip.

Metal Chip Extractor

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This king size multipurpose foam cleaner spray is ideal for cleaning Keyboard, Monitor, Disc Drive & Computer furniture surfaces.

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Ideal for cleaning and preventing static build-up on TV/Monitor Screens.

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Ideal for removing dust & dirt from Keyboard & similar inaccessible spaces.

PC Cleaning Kit

To avoid data corruption and trouble free use of your PCs, it is advisable to clean your PC System once a week. Our Kit 14 is ideal for the purpose. Kit 14 - 1 each, 3.5" & 5.25" Cleaning Disk, 2 cleaning pads; Drive head cleaning fluid; 20pcs general purpose wipes; Anti-static screen cleaning fluid: General surface cleaning fluid and a transparent plastic case which can hold ten 5.25" Disks when empty.

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JHF Modulator	€4
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Speaker	£3
Keyswitch	£1.50
Master PSU	£59
Master Keyboard	£62
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Power Supply	£59
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15 Hr Wordprocessing BBC/View	£6.95
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Wordstar 6.0 Made Easy

New Release

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Stop the Confusion!

Do you have to use both Acorn computers and PC's? Would you like to use your Archimedes or A3000 in PC-emulation mode but are unsure of the new commands?

Although Acorn machines (such as the BBC B, the Master, the Archimedes and the BBC A3000) are mainly used in education, most commercial computers use other operating systems, particularly MS-DOS. As a result school computer users are at a disadvantage when moving into 'business' computing. PCs and other commercial computers use MS-DOS as the operating system, so commands for formatting, copying, backing up, printing and the modem are not the same. Even file names are written differently! And did you know that there is one Acorn command which, if used in MS-DOS, wipes everything in the current directory? 'ACORN TO PC' enables you to change over painlessly. It shows clearly and quicly how, why and where the two systems (Acorn and MS-DOS) differ. As with a foreign language dictionary, you can use the book to transfer either way - from Acorn to MS-DOS, or from MS-DOS to Acorn. 'ACORN TO PC' also acts as a handy

'ACCHN TO PC' also acts as a handy reference guide to all Acorn star commands and their MS-DOS equivalents. It also has an extensive and readable explanation of the directory tree and hierarchical filing systems in general. Both DFS and ADFS Acorn systems are covered.

'ACORN TO PC' is written clearly and concisely by Dr. John Lockley, who has wide experience of writing and broadcasting. He is currently appearing as a regular contributor on Radio 5, and is co-author of 'The Complete BBC Computer User Handbook'.

Prior

Price: £12.95 (No VAT)

The Complete BBC Computer User Handbook

If you own a BBC B, B+, Electron, Master 128 or Master Compact, or Archimedes, then this is the book for you. It shows how to get the best from your machine, and how to make it work for you. The general style and level of presentation means that both the expert and beginner alike will feel comfortable with the quality and quantity of the material. Subjects covered include the general use of computers, hardware design and peripheral devices like printers. disc drives, etc, and Networking. Programming hints and tips and various disciplines for making a better program are discussed in some detail, including debugging of specific errors. Standard programs are covered, such as wordprocessors, spreadsheets, databases, graphics, communications, etc., which brings you neatly on to the subject of using computers in the office or at work - even giving advice on writing and marketing your own A book you will enjoy to use as a

reference, or read from cover to cover, over and over.

Only: £14.95 (No VAT)

The Complete Mouse User Guide to BBC Micro

This manual has been written to reveal the secrets of the mouse. It explains all the principles required by the hardware and associated software, and also example listings for inclusion into custom programs. The manual first details the basic principles of the mouse and a simple program which uses these principles. This information should be adequate for most applications. However, it is possible to improve the performance of the mouse by expanding on the principles already used in the software. This is again fully explained and an example program given.

It is possible to gain a full understanding of the mouse from this manual. For those not interested in exactly how the mouse functions, complete example programs are also included.

Price £5.95 (No VAT)
Example programs on Disc £4.95

Beeb PC (BASIC)

Designed for program authors to convert BBC programs to run on IBM PCs. Price: £38

Beeb DOS 3.0

(Now reads Archimedes Discs)

Beeb DOS is a collection of utilities which run on the PCs and enable it to read and write information on BBC Discs.

Price: £39

The Epson RX/FX/KAGA Printer Commands Revealed Handbook

So you bought yourself a new printer, because the salesman in the shop showed you how clever it is and impressed you with all sorts of printouts to show its capabilities – he may even have offered you a special price.

However, now that you have got it home and connected it to your BBC microcomputer, you are wondering how to make it perform these magical tasks. The manual seems to give no clues, and when you type in the example programs, the computer throws the LPRINT statements back in your face.

Now what do you do, when this £400 piece of high technology refuses even to move its head, and you have stayed up until 2 in the morning with copious supplies of coffee, desperately trying to print something out? Once again, Watford Electronics comes to your help with our new book entitled 'THE EPSON FX-KAGA PRINTER COMMANDS REVEALED'.

This book describes in plain, easy to understand English, how to use and make the most of your KP810, PW1080A or any other Epson FX80 compatible printers like Panasonic KX-P1080/1, etc., with the BBC Micro, both from Basic and Wordwise.

£5.95 (No VAT)

Continued $\rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow$

Hi-Speed, Low Cost Archi Hard Disc Drive

Watford's advanced interface allows IDE drives to work on any Archimedes machine, speeds in excess of SCSI devices can be obtained at a fraction of the cost of a SCSI drive.

Up to four drives are supported by the IDE filing

op to four drives are supported by the IDE filing system IDEFS, up to two drives can be attached to each expansion card, up to four cards can be installed in a machine. An optional 20Mb or 40Mb hard disc can be supplied on the podule expansion card itself, with its fast transfer rate and power saving modes the drive is ideal for storing commonly used software such as the !Fonts

application.

A powerful security feature has been provided with the two unique commands *IDELock and *IDEUnlock, ideal for educational establishments where hacking or tempering may be prevalent that may lead to loss of data. Once locked, the configuration can not be changed until a secret password is used. The !IDEForm Write Protect option is particularly useful in conjunction with *IDELock as it will prevent any unauthorised deletion of data. deletion of data.

By an innovative use of on-board memory, the card will remember its configuration, even if moved to another slot or even a different machine, this also includes the unique security features.

- Single width EuroCard Supports proposed ANSI ATA (IDE) specification Fast 16 bit MEMC interface interrupt driven to
- support background disc operations 5 Mbytes per second peak transfer rate Built in Non Volatile RAM to hold configuration
- LED activity indicator
- 37 way D type socket for external drives Optional on-card 20Mb or 40Mb hard disc
- Up to two drives (master and slave) per card
- Multiple cards per machine (up to four)

Software

- Conforms fully to the Acorn IDE Specification

- All software supplied in ROM Filing system 'IDEFS' Desktop filer with drive ready detection and disc name under icon
 !!DEForm, WIMP based configuration and
- formatting software
- Drives can be individually write protected
- Up to four drives over multiple cards
- Power saving standby modes supported with configurable timeout
- Drives can be used without translation in native
- mode for minimum overhead !IDEFSDisk, creates PC emulator hard discs

Prices

Part No.	Capacity	Access Speed	Price	
ADA 0520	44Mb	28mS	£249	
ADA 0530	100Mb	16mS	£379	
ADA 0570	200Mb	15mS	£499	
ADA 0580	330Mb	15mS	£895	

All the above 3.5" hard drives are supplied complete with Controller Card, cable & Software on ROM. (Internal fitting). For use with A300/A400/A500 series machines

For A3000 users an additional external Case and PSU will be required.

AAA 0300 External Case & PSU for A3000 £85

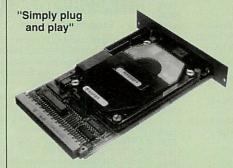
Internal Hard Disc Drives for A3000

State of the art, 4 layer internal IDE Hard Cards for

THE A3000. 301	tware supplie	d III, OII-board	I HOIVI.
ADA 0700	21Mb	23mS	£185
ADA 0720	44Mb	19mS	£385
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Supplied ready	assembled	No soldering	required

Simply plug into the alloted space.

Archi IDE Hard Cards



Watford's NEW low cost, high performance revolutionary IDE Hard Cards for the A300 and A400 series Archimedes are unbelievably easy to install - you simply slot one into any vacant podule backplane slot in the rear of your computer. These stunningly engineered, light weight but fast, 2.5" miniature hard drives are mounted onto the professionally designed cards, and are supplied with the fully Acorn-conformant IDE Filing System ready installed and ready to run. A novel feature of the hard cards is that they can be easily removed and transported to another Archimedes, for example to make a hard disc backup, or to transfer saved files from work to home etc. Security of files on the hard disc is ensured by our unique security password lock, which allows files to be read only, but not overwritten or deleted ideal for use in school applications where the integrity of your master software needs to be retained.

ADA 0650	21Mb	23mS	£199
ADA 0660	44Mb	28mS	£375
ADA 0670	89Mb	18mS	£675
10	D	January Library	D-11

(Can be used as a Removable Hard Drive)



Archimedes A300/A400 SCSI Hard Disc Offer (while stocks last)

100MB Hard Disc Upgrade complete with Controller card, Cables, Formatter and Manuals

> RRP: £999 Offer Price: £399



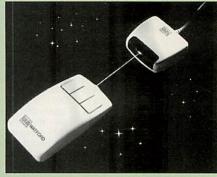
CREDIT CARD 24 HOUR Ansaphone Hot Lines (0923) 250234 or 233383

Syquest Removable **Disc Units**

These Hard Drive units are supplied complete with a cartridge 42Mb removable, cables and a high flow fan for cooling.

 Syquest Drive Unit pack 	£399
As above + SCSI Card	£535
Spare 42Mh Diec	CEE

Archimedes Cordless Mouse



Ever found that using a mouse on a busy desktop has its problems? The cable is always being caught up in papers, tangled round equipment and other cables etc, and what about that cup of coffee spilled over your work!

Watford Electronics' new Cordless Mouse solves these problems by removing the cause for concern replacing the cable with a simple infra red link. It still provides all the speed and easy control of a conventional mouse, but with complete freedom. In use, there are no operating differences between the standard mouse and the new cordless mouse so all mouse functions and mouse driven RISC software will be fully compatible. Pinpoint accuracy is ensured by a unique Accelerator button, which, when pressed, moves the pointer by just a tiny amount for a large slow movement of the mouse, but by a large amount for a quick wizz of the

- Infra Red Signal Transmission
- High Resolution 200 DPI
- High Tracking Speed of 600mm/s up
- Anti-static Silicon Rubber Coated Ball
- Low Friction Teflon Footpads
- Power by two AAA size batteries (not included)
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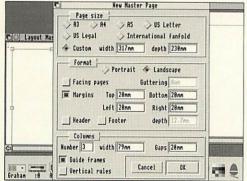
omputer Concepts' Impression become probably the best-selling application for the Archimedes micros, with over 15,000 copies sold and a small industry of books, training courses and other resources forming around it. It has developed steadily over a two-year period, and now stands at version 2.16. Impression's abilities stretch from simple wordprocessing and letter writing to professional black and white publishing. Indeed Acorn User itself is created using it.

But it is a complex package, and few use - or need - all of its capabilities. Fortunately, it's also an application that can be tackled a bit at a time - you don't need to understand all of it before you begin. Here is a selection of hints, tips and advice on good practice. The example is an information leaflet, a single A4 sheet printed both sides, and folded twice to give a standard six-page leaflet. It uses many of the techniques and tips described in the boxes.

STEP ONE: THE MASTER DOCUMENT

To make up a leaflet like the one in our example, fire up Impression in the usual way. A click on the icon creates a new document. The first step to creating the leaflet is to create the master page design. On Impression's Edit sub-menu, click View master pages, then press Menu again to choose the New master page option.

The dialogue allows you to set up the page size and margins for the leaflet: it's landscape and slightly bigger than A4. The margins are 10mm all around, plus an extra 10mm for the crop marks and bleed allowance, but you don't need to set these up. Notice how the Guide frames button is pushed, so that guides rather than real frames are created on the master page. Click Okay and note the ID number of the new master you've created.



Creating the new master page

STEP TWO: ADDING FRAMES

Still on the new master page, the next step is to add the tiny frames in the corner that hold the crop marks, and a guide frame 297 × 210mm to show the real edge of the paper. You can at this point close the Master page window. To make the main document, follow the new master page design, choose the Alter chapter dialogue, and change the master page number to that of the new master design. Make sure that you save your work at this point.

Since this is to be a six-panel leaflet, click on any of the guide frames, then choose Insert new page from the Edit sub-menu. Now draw the six real frames in. Remember the key shortcut for

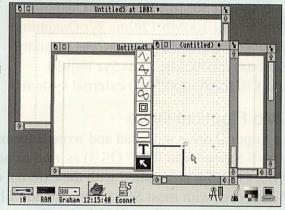
IMPRESSIONS

Graham Bell shows you seven key steps to create an Impression document that will demonstrate the package's range of advanced features

CROP MARKS

Some documents call for bleed: that is, some parts of the page design will go right up to the edge of the paper. Yet on most printers, you can't print right up to the edge, so you have to print on paper that's larger than the final size and trim the excess off. Crop marks are tiny ticks to show where the paper is supposed to be trimmed. A 'bleed allowance' is when you take a feature slightly beyond the crop marks: that means if the trimming isn't quite accurate, there won't be a white line beyond the black.

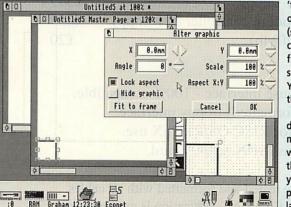
Impression has the ability to put crop marks on automatically - there's a button in the Print setup dialogue. But these are off the page, so you can't make any bleed allowance. The solution is simple: make up all your pages 20mm larger in both dimensions than the finished document. Then put tiny frames in each of the corners of the page to hold your own crop marks, and you've got a 10mm bleed allowance.



First make up a Draw file with the crop mark pattern shown. Make the pattern 10mm in each dimension, make the lines 0.25 or 0.5pt thick, and put the pattern exactly at the bottom left of the page.

Then, on the Impression master page, put an 11mm frame in the bottom left corner of the page. Make it transparent, non-repelling, and drag the Draw file into it. Now go to the Alter graphics dialogue, and make sure the scale is 100% (it will be bigger, so reduce it). Press OK. Go back to the Alter graphics dialogue and adjust the X and Y offsets to 0mm.

There are four corners to the page, but you don't need to create four drawings: you can



'flow' the drawing from one frame to another (select one frame then click Adjust on the other frame), and rotate it to suit the other corners. You'll have to sort out the offsets too.

When you print your A4 document with crop marks, they probably won't be shown, because they are off the page. But you can see them if you print at 90% scale, or on a larger format printer.

ARCterm 7

£68

This new release of our popular comms package now supports Minitel emulation and includes an Econet modem server. Recommended by Hampshire LEA. Existing users return both disks and SAE for upgrade.

A5000 IDE drives

These drives fit in the second floppy slot, in addition to the existing 40Mb drive. Transfer rate is 1050k/s.

A5000 internal 120Mb 17/9ms Quantum	£289
A5000 internal 240Mb 17/9ms Quantum	£489

IDE

Complete systems. MEMC1a/backplane required. Typical transfer rates are 700k/s for 40Mb and 900k/s for 100Mb.

A300/400 internal 20Mb 25ms Conner	£139
A300/400 internal 40Mb 28ms cached Seagate	£219
A300/400 internal 100Mb 17ms cached Seagate	£299

SCSI

We supply Morley cards - the fastest on the market. Typical transfer rates are 1000k/s for Quantums and 2150k/s for Fujitsu. All drives are cached. Add £50 for a cached SCSI card if you require one.

A300/400 int 50Mb 17/9ms 2yr Quantum	£319
A300/400 int 100Mb 17/9ms 2yr Quantum	£429
A300/400 int 200Mb 17/9ms 2yr Quantum	£699
A300/400 int 492Mb 12ms 5yr Fujitsu	£1199
(Add £70 for A3000/5000 external systems)	

20Mb Floptical Drive

Our floptical drive will read and write E format disks (F format with RISC OS 3) as well as native 20Mb. FLOPFS is supplied with the external drive which works with most SCSI cards (or add £100 for a Morley card). The A5000 internal comes with our own SCSI interface designed specifically for the floptical drive, plugging into the Econet port - using no slots. Transfer rate is 100k/s typically & 80ms seek time.

External including 1 floppy	£399
Internal A5000 including controller & 1 floppy	£359
Floptical floppies (20Mb)	£20

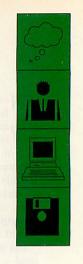
Coming soon

- IBM keyboard/mouse interface 100% compatible.
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All disk systems come tested and formatted with all cables. Delivery on hardware £10+VAT. Education is entitled to a 5% discount on all products.

Please add VAT at 17.5% to all prices. Plastic welcome.

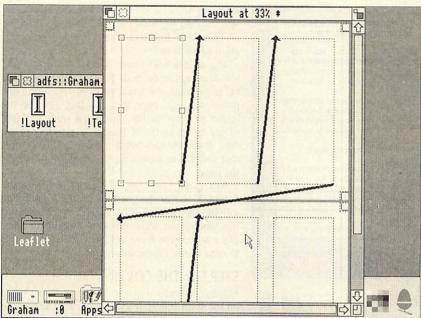
THE SERIAL PORT



The Serial Port Burcott Manor, Wells, Somerset, BA5 1NH

Telephone Fax Modem

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Crop marks, text frames and text flow are set up first

inserting a frame is Ctrl-I, but you could also draw the first, then copy (with Ctrl-C) and paste it five times (with Ctrl-V). Make sure Snap to guides is on first - it should be ticked on the Frame sub-menu.

To link the frames so that the text flows automatically when it's imported, Select the first frame on page one, then click Adjust on the next four. It's easiest to do this when you can see the whole document, so change to a small scale beforehand, with Shift-F3 or the Scale view dialogue (Ctrl-F9). Leave the last frame on the second page unlinked, as this will become the cover of the leaflet. The Show flow option on the icon bar menu confirms the way the frames are linked.

STEP THREE: THE BASESTYLE

If you have a good idea of what your document will look like, then this is the time to set up some of the style sheets. These control details of the look of the text - how big and in what typeface. This simple leaflet needs only a few styles.

Remember that the main text in a document should be defined in Impression's Basestyle, and all the rest of the styles should be modifications of that. So in this case, press Ctrl-f6 to enter the Style editor. Basestyle is set up to give Homerton.medium, at 10pt on 12pt line spacing (otherwise known as 2pts of extra leading). Space above paragraphs is set to 12pt too.

You can remove all the tabs from the ruler by dragging them a little way upwards, away from the ruler scale. The rest of the Basestyle can be left alone. The two Italic and Bold styles can be set to change the typeface to Homerton.medium.oblique and Homerton.bold respectively, but they shouldn't change any other attributes. Leave all the buttons on the style editor unpushed except for 'font name'.

The styles are layered on top of one another, so that any Italic text will inherit everything except its typeface from the underlying Basestyle. If there's a lot of bold or italic text, it's useful to make a function key give each of these styles: conventionally Italic is attached to

WORD FOR WORD

If your document contains a lot of text - more than just a few hundred words - then it is not sensible to type all of that directly onto your finished page design. The job of text creation and page layout should be done separately. It's worth using a wordprocessor to create the text.

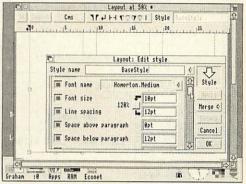
The best way is to create two documents, one which has the page structure set up for your real document, and one which has a simplified page layout for wordprocessing plain text. You can load both at once, type your text into one, then cut and paste the text from one on to the real document.

When creating a template document, don't just add your styles and master pages to the existing ones. It reduces the size and complexity of your files if you delete the unnecessary styles. So if, like the example leaflet, there are only a few styles of type that you need, then delete all the built-in ones like 1inch indent and Hanging indent first - there's a Delete button in the Style editor dialogue box. If you create both your wordprocessing and page layout templates with the same set of style names, then the text will automatically set into the right style when you cut and paste.

The styles don't need to be the same - they just have to have the same names - so the wordprocessing styles can be 'tuned' for readability on the screen by using Homerton medium at 14point size for example, even if the real page layout specifies Pembroke at 9point. 13 and Bold to f4. This is achieved using the Style control at the very bottom of the style editor dialogue.

STEP FOUR: ADDING TEXT

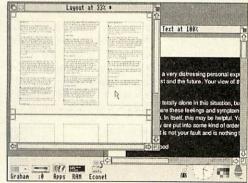
The text can be written directly into the frames on the leaflet pages. But this isn't a good idea you should not be concerned with the page design when you're worrying about what the



Setting up basestyle with the style editor

words should be. And the details of the design, perhaps involving narrow columns, might not be best suited to wordprocessing. An ideal method is to create a separate Impression document called Text to use as a wordprocessing document - one with a straightforward, singlecolumn layout and clear, readable text.

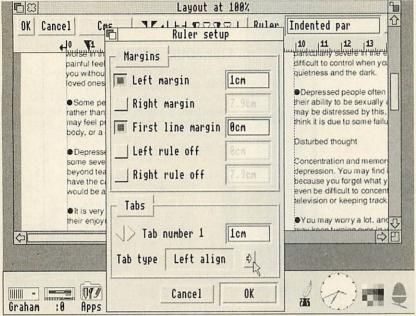
The text can be flowed into the pre-prepared layout by selecting the first of the main text frames and dragging in the text file icon. Or, if you've used Impression itself to wordprocess the text, simply highlight it in one document. copy it with Ctrl-C, then click into the frame you want and paste it in with Ctrl-V.



Text is flowed into the frames on the page

Once text is written, use the spelling checker. It's worthwhile building up a personal list of words that you often use that aren't already in the Impression dictionary. First, go to the Dictionary dialogue using Ctrl-f8, and use the Create option on the menu to make a UserDict. Beware - the menu only pops up if you aren't pointing at one of the buttons in the dialogue.

When the spelling checker comes across an unrecognised word, there are three options. If it's a mistake, correct it by highlighting the correct spelling then clicking on Replace. If you rarely use the word, or it's something specific to this document - not a real word but part of a postcode for example - then click on Ignore. This adds it to a temporary list of 'words' that's



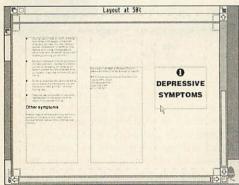
Setting up a ruler called indented par to produce the indented paragraphs

kept to refer to only until you switch off or reset your computer.

Finally, if it's a word you want to add to your user dictionary, then click on Add word. They could be common names, specifically scientific terms, or a range of rarely-used words missing from the main dictionary, or even foreign language text. If you check the spelling of most things you type, you'll soon add a few hundred words to the user dictionary, which will end up covering almost everything.

Make sure you quit Impression in an orderly way, as only then are the user and exception dictionaries saved automatically to disk. There is a Save option in the Dictionary menu, but you need never use it.

The other useful dictionary is for hyphenation exceptions. You can view this list by choosing Exceptions in the Dictionary menu. To add a word, type it into the white box, using numbers to indicate the preferred hyphenation (3 is the best place to split the word, 1 is the worst place). Then click on Add word.



Producing the cover for a fold-up leaflet

STEP FIVE: TWEAKS

This particular text needs only a little more work. There are a number of bullet points, where the text needs indenting. This can be done by making a new ruler called Indented par. Shift-Ctrl-N leads to the Ruler setup dialogue. Type the ruler name into the white box, then use the Ruler

HINTS AND TIPS

- You can set up an Auto save process via the Preferences option on the Document sub-menu. This will save the file for you every few minutes. But it does have a drawback: it tends to save just after you've made a hideous mistake overwriting the good version. So always set the Prompt option.
- New documents are based on a Default document stored inside the Impression application: if you create a new Default, then all your new documents will follow the new style. To find Default, Shiftdouble click on Impression and open the Auto folder.
- Importing text from Edit can sometimes be confusing. Edit uses newline characters to format the text into lines, whereas Impression uses them to separate paragraphs. In Edit, use the Find dialogue (f4) to search for \n\n (remember to turn Magic characters on), and replace them by \x0D. Replace to the end of the file (you can just press E). Now replace \n with a single space, and finally use the CR<->LF option. Your text is now ready to import straight into Impression.
- Effects are used very sparingly in this document - only the bullet points and the number on the cover are set into Selwyn using an effect. The bold and italic text uses styles, not effects, because these are easier to change at a later stage. It's simple to change all the Homerton.oblique to Trinity.italic if it's in a style, but altering many Text font effects would be timeconsuming.

menu to allow you to enter exact ruler dimensions: to get the effect shown, set the left indent at 1cm, first line indent at 0cm and set a left align tab at 1cm.

The leaflet also needs a style set up for the sub-headings in the text. These should obviously be larger than the main text, but not too overpowering. It's important for the look of the leaflet to keep the line spacing at some multiple of the main text - if Basestyle is set on 12pt, then make the sub-heads on 24pt. This ensures that the text in adjacent columns lines up across the page.

Next, you can adjust the exact length of the columns, so that the text falls neatly. Rather than moving the bottom of each column frame, work out where you want the next column to start, place the cursor there and press Ctrl-G (or Force to next on the Frame sub-menu).

STEP SIX: THE COVER

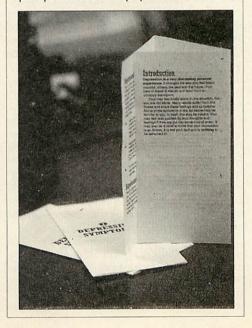
Finally, it needs a cover. This can be arranged on the sixth frame. It's done this way so that the text can flow automatically from frames on the first page (which forms the inside of the leaflet when folded) to the second (which forms the back and the cover). Text cannot flow backwards from page 2 to page 1 in Impression.

The top of the cover frame is lower to put the cover text a little above the centre of the page this gives a nice, balanced look to the leaflet. The text on the back cover (the middle frame on page two) can be aligned with this by lowering the top of the frame to match - just as Snap to guides makes following the guide frames easy, make sure Snap to frames is ticked on the Frame sub-menu to do this bit. If you find Snap to Frames missing from your copy of Impression, then an upgrade to a later version is available from Computer Concepts.

Next month, we'll take a look at adding a tear-off to the leaflet, and sending it to a bureau for really professional printing.

THE FINAL RESULT

And this is how the final document looked - or perhaps it's one that we prepared earlier!



TopicArt

A new form of clip art comprising of single discs containing approximately 50 hand drawn high quality draw format clip art images, each on a single subject. Site and area licences are available, please ring for details.



TopicArt6 - RoadSigns



- 1 General
- 3 Costumes
- 4 Entertainment 5 - Bugs 2 Slugs
- 6 Road Signs
- 7 Sports Equip



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7 TopicArt subjects are available now. Please specify when ordering.

TopicArt4



per disc.

TopicArt3 Costumes





- 2 Transport



Entertainment

TopicArt5 - Bugs to Slugs

SCSI Floptical Disk Drives

diskette can hold 20Mb of programs and data etc. Floptical disc drives which are SCSI devices are a wonderful complement to existing SCSI hard disc users or as an



=20Mb

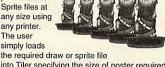
alternative to a hard disc solution. Transfer rates are typically 65ms/100k/sec and like standard floppies are competely transportable. Flopticals are also a good media for backing up hard discs. All units are externally housed in an attractive case with power supply and includes one floptical floppy.

A3000/A5000/Archimedes Floptical (without SCSI card) A3000/A5000/Archimedes Floptical (with SCSI card) £499 A5000 Internal Floptical kit (with SCSI card) £359 Floptical floppies (20Mb) £20

Tiler

£10+VAT

A printing utility which allows you to Sprite files at any size using any printer. The user



into Tiler specifying the size of poster required, using a preset paper size, ie. A2, A0 etc, or as a percentage of the original size or in physical dimensions, ie millimetres. The document will then be increased or decreased in size automatically and printed over several pages with crop marks provided on each page to assist cutting/overlapping.

MegaUtils £10+VAT

A set of genuinely useful RISCOS utilities !AddrBook An easy to use address book. !Diary A place to store your birthdays etc. !CleanUp A hot key util for redrawing windows Disable Prevents you from deleting any file. IDOSForm A multi-tasking DOS 720k formatter. !FileMon Displays information about any file. !LineClock A desktop clock.

IMegaUtils provides a window organiser, key short-cuts to open/close filer windows, set copy and wipe options, set filetypes, quick loading of basic programs, caret flasher, selection of mouse speed, automatic opening of applications, mouse hider, caret grabbing !QuickMode Select modes with ease. !QuickRun An application loader. !ScrGrab Allows you to save the screen display

1 8

Hardware, Software & Books (All prices exclude VAT)

A5000 (with free 2Mb RAM u/g) A5000 2MHD 4Mb RAM, 40Mb HD, MultiScan Mon A5000 2MHDLC

LEARNING CURVE SYSTEM with Multi Scan Monitor, Acorn DTP, 1st Word+, Genesis+, PC Emulator, Pacmania, etc.

A5000 2MHDLCP LEARNING CRV PRINTER SYSTEM Including Acorn JP-150 Ink Jet Printer

A3000 (with free 2Mb RAM u/g) BBC A3000 £599 As above with Monitor £789 BBC A3000 LC £639

LEARNING CURVE with 1st Word+, Genesis+, PC Emulator, Pacmania, introductory video etc.

As above with Monitor £829 BBC A3000 LCP £1089 LEARNING CRV PRINTER SYSTEM Including Acorn JP-150 Ink Jet Printer **BBC A3000** £679

SPECIAL ACCESS

As above with Monitor £869

Archimedes

Archimedes A410/1 £729 With 1Mb RAM & Floppy Drive

A540 ARM3, 8MB RAM £2495

0% Finance (Inc VAT)

A5000LC System £179 Deposit plus 12 monthly instalments of £135

A5000LC Printer Sys £215 Deposit plus 12 monthly instalments of £155 A3000LC System £99 Deposit plus 12 monthly instalments of £75

A3000LC Printer Sys £135 Deposit plus 12 monthly instalments of £95

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Up to 2Mb RAM	£45
Up to 4Mb RAM	£129
A5000	
Up to 4Mb RAM	£95
A400	
1Mb RAM	£39
2Mb RAM	£75
3Mb RAM	£105
A540	
4Mb RAM	£399

Hard Discs

The following are complete hard disc systems comprising of interface, hard disc, mounting bracket, cables, utilities disc & guide.

IDE Archimedes Internal

£229
£31
£399
€449
£799
£999

120Mb 9ms Cache (Replacem't) £250 100Mb 18ms Cache (2nd Drive) £250

IDE A3000 External 40Mb 17ms 80Mb 17ms Cache £399 £485 £535 125Mb 18ms Cache 180Mb 18ms Cache IDE A3000 Internal Hard Cards

£199 SCSI Archimedes Internal 50Mb 17ms Cache 105Mb 18ms Cache 180Mb 18ms Cache 330Mb 12ms Cache 520Mb 12ms Cache £339 £429 £599 £899 £1049

SCSI A3000 External (with int card) 50Mb 17ms Cache 105Mb 18ms Cache 180Mb 18ms Cache (Add £30 for Archimedes External)

Monitore

£199
£199
£379
£439
£749

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Canon BJ-300	£359
Canon BJ-330	£409
Citizen Swift 24e	£235
HP DeskJet 500	£329
HP DeskJet 500C	£549
Star LC24-200 Mono (Col	+£40) £199
Laser Direct (Qume)	£799
Laser Direct HiRes4	£999
Laser Direct HiRes8	£1319

Printer Consumab	les
BJ-10 Ink Cartridge BJ-300 Ink Cartridge DeskJet 500 Ink Cartridge DeskJet 500C Colour Cartridge LBP-4 Toner Swift 24 Mono Ribbon Swift 24 Colour Ribbon	£17 £13 £15 £27 £60 £5

nardware Upgi	ades
ARM3	£185
FaxPack (CC)	£289
Joystick Interface Joystick for above	£25
Midi Expansion Card	263
Scanlight Junior	£129
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Tormo	

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Basic V: A Dabhand Guide	£9.95
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AASM Manual (Acorn)	£25.00
ANSI C v4 Manual (Acorn)	£25.00

Software (Applications)

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Armadeus (Clares)	£59
Art Works (CC)	£Call
Arc DFS (Dabs)	£22
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ast month I left you with a little puzzle how can you multiply by 3600 (the number of seconds in an hour) using just three simple Arm instructions? There are, in fact, quite a number of solutions to this and I arrived at mine through the following steps:

 $3600 = 16 \times 225$

 $3600 = 16 \times (256 - 31)$

 $3600 = 16 \times (256 - (32 - 1))$

At each stage I tried to get the numbers I was using to be powers of two. Working from the innermost brackets outwards, this can be translated into Arm instructions as follows:

RSB R1,R0,R0,LSL #5 RSB R0,R1,R0,LSL #8 MOV R0, R0, LSL #4

The program Arm1 shows this in action - try changing the initial MOV RO,#2 to verify the method. Of course, you could really make use of the multiply instruction:

MOV R1.#3600 MUL RO,R1,R0

But there are disadvantages: you cannot always directly load the value you want to multiply by into a register; you always need an extra register to hold the other number (if you are cunning, you can 'build' a multiply that uses only your original register) and perhaps most significantly, a multiply can, at the very worst, be over 16 times slower than a simple MOV!

MORE SHIFTS

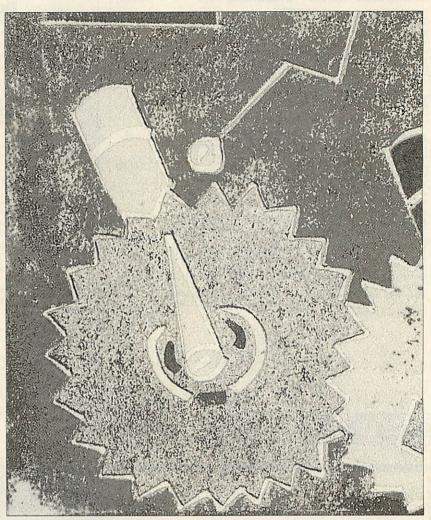
So far I have dealt with the two simplest shifts, Logical Shift Left (LSL) and Logical Shift Right (LSR). These shift the bits within registers logically - without any further considerations. If you think back to my second article (in the March issue) where I introduced negative numbers and described the twos complement notation, you should remember that negative numbers have their top bit (bit 31 on the Arm) set. This adds an extra little twist to shifting numbers.

For example, say we were working with an eight bit processor, as it is fewer digits to write down, the number 12 would be represented by the binary number 11110100, shifting the number right one place (trying to divide it by 2) would give 01111010 or 122 in decimal. My calculator says that -12 ÷ 2 is -6, so we seem to have a little discrepancy!

In fact, -6 in binary is 11111010, and as you'd expect the top bit is set. What we could do is have a right shift especially for negative numbers, that places 1's in the top bit rather than 0's. This wouldn't be useful for positive numbers though and would tend to lead to messy code which would have to check the sign of a number before shifting it.

Instead what we have is an Arithmetic Shift Right or ASR for short. This works for both positive and negative numbers and moves all the bits right in the register but preserves the status of the top bit, thus keeping the sign of the number intact.

There also exists an Arithmetic Shift Left (or ASL). However this performs exactly the same function is the logical shift. If you think about it, a left shift of a positive number will always double it (assuming no significant bits are lost out of the top of the register), also a left shift of



ASSEMBLY

DAVE LAWRENCE

gets shifty with this month's assembly advice most 2s complement numbers will also double them. For example, if we double -12 (11110100) we get -24 (11101000) which could be performed with a logical shift.

If you imagine the number -12 in a 32-bit environment, it would have an awful lot of 1's at its 'top end', meaning that it could be doubled many times with logical shifts before an incorrect result was generated. Such a result will, in fact, only be produced in a situation where the negative number can not be represented. For example, back in eight bits, the number -127 (10000001) doubled would give -254. Shifting the bits left would loose the top bit and shift a zero in (giving us 00000010) thus losing the numbers 'negative-ness' and giving us the incorrect answer of 2.

But, the number -254 cannot be represented using eight-bit twos complement anyway! Hence there is no need for an arithmetic shift left. The Arm assembler will still recognise the three letters ASL, but it will merely assemble the code as if you this was an LSL. So, if these two instructions perform the same function, what is the point of having them both?

Well, when you are writing a piece of code, it is sometimes helpful to maintain some degree of coherence. If you are treating the registers as numbers (both negative and positive), it would make sense to use ASLs and ASRs. If you are viewing the registers as mere collections of bits, then LSLs and LSRs might make your code easier to understand. One word of caution; be careful when right shifting, as ASR and LSR perform different functions – make sure you use the right one!

SIGN EXTENSION

Before moving on to the last sort of shifting, here's a practical use of shifts. Say you were working with a large quantity of smallish numbers, in fact, small enough for them to fit into eight bits and you are making use of this fact to save a large amount of memory by storing them in single (eight-bit) bytes rather than full (32-bit) words. The problem comes when you try and perform any arithmetic on these numbers.

As I have outlined in the past, negative numbers are represented slightly differently according to how many bits you have available, thus -12 in an 8-bit, 2s complement environment is 11110100, but on the Arm there would need to be an extra 24 1's to the left of this! The above number will simply be interpreted as an eight-bit positive number (244, to be precise). All positive numbers will be acceptable since those top 24 bits will be 0's. What we need is some way of 'copying' the sign bit of our eight-bit number all the way up to the top of the 32-bit Arm register. This can be performed with two Arm instructions:

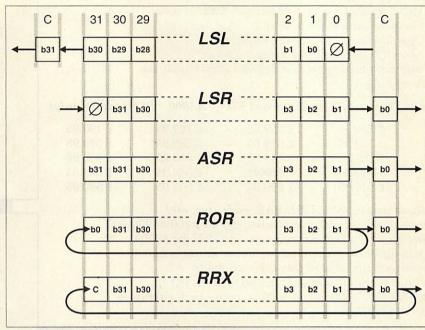
MOV R0,R0,LSL #24

MOV R0,R0,ASR #24

The first instruction moves the eight-bit number into the top eight bits of the register (the sign bit is therefore shifted up into bit 31 of R0 - its sign bit). The second instruction moves them back down to the bottom again, but because the shift is arithmetic rather than logical, the sign bit is preserved. This process is called 'sign extending' a number – we are extending the sign of the eight-bit number from one bit to 25 bits. The program Arm2 illustrates this in action.

ROTATES

The final type of shift is called a *rotate*. I don't want to dwell to long on rotates for the moment as they will only come in useful when I deal with registers as collections of bits, later in the series. I'll just give you a brief overview of what they do. The instruction that we use for rotating is called ROR and it stands for ROtate Right. It



Five shifts in action: LSL, LSR, ASR, ROR and RRX

YELLOW PAGES

Both of the programs mentioned in this article, Arm1 and Arm2 can be found in yellow pages. Alternatively, you can load the programs from the monthly subscribers' disc.

behaves in a very similar way to the LSR instruction that we have met already. The difference being that the bit that 'falls out of' bit 0, in addition to being placed in the carry flag (refer to last month's article) is also copied into the top bit of the register instead of the zero that gets put there by LSR.

Therefore no information is lost – all the bits of the original are kept, they're just in a different order! There is no mathematical significance behind a rotate, after all, you're dividing a number by two and changing it's sign according to whether it was odd or even!

There are couple of things to note, firstly there is no explicit rotate left instruction; this can be performed by rotating right by 32-leftshift. For example, a left rotate by one place is identical to a right rotate of 31. Finally, a rotate right of zero, would effectively do nothing at all, so instead of 'wasting' this instruction, a special case has been defined, this is called RRX or Rotate Right with eXtend.

This behaves like an ordinary right rotate except that the bit that gets placed in the top bit of the register comes from the carry flag rather than bit 0. (Bit 0 is copied into the carry flag as with a plain rotate right.) This comes in handy when dealing with numbers larger than 32 bits, which I will come to later in the series. Rotates can sometimes be used in code to swap two halves of a register. For instance, the instruction: MOV RO, RO, ROR #16 will swap the top and bottom 16 bits of RO.

To gain a clearer idea of how the registers can be used take a look at the figure above. This shows graphically, the effects of all the five shifts available. All except RRX can be of any size, which can either be an immediate constant or a register.

Next month, we will be moving on to some more involved programming techniques. I'm going to introduce branches and condition codes. With these we will be able to build some Basic-like structures and finally have some useful example programs!

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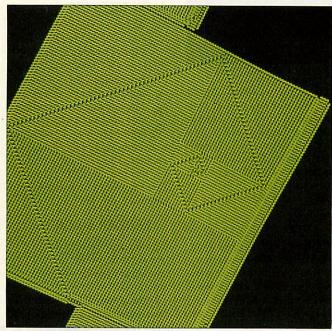
"In the 1930s, mathematician and logician Alan Turing proposed an abstract elementary computer capable of carrying out any computation which can be formally stated-in short, a general purpose computer. Yet the device, a Universal Turing machine, was extremely simple.

"To visualise it, imagine a small black box device which sits on top of a very long paper tape. The machine is able to shunt the tape left or right, and to write and read symbols on the part of the tape that lies directly beneath it. These symbols could be different shaped and coloured blocks it doesn't really matter. Also the device has memory, allowing it to remember an internal property called the machine's state. It is convenient to label the different states A, B, C and so on.

"The machine's program consists of a two dimensional array, where the rows are indexed by the various internal states and the columns by the different symbols. Each entry in the array contains three of information:

DAVE ACTON and DAVE LAWRENCE

deliver their monthly mix of bits and pieces for your eight and 32-bit machines



Some turmites are tidy creatures . . .

LISTING	NAME	BBC B	MASTER	ELECTRON	ARC
Info 1	Termite32				*
Info 2	Termite8	*	*	*	
Info 3	Lines				*
Info 4	GiantECF				*
Info 5	AlienTree				*
Info 6	Wierdo				*
Info 7(a)	Graph+				*
Info 8(b)	SquashS	The Real Property of			*
Info 9	CompDemo				*
Info 10	CDown	*	*	*	*

symbol, a state and a direction (left, right, or stop).

"Initially, the machine starts in state A. It then processes the symbols in the following manner. Reading the symbol beneath it, it uses this, together with its current state, to recall from its program the corresponding stored symbol, state and direction. The machine then adopts this new state as its current value, replaces the symbol it has just read with the new symbol and then moves the tape in the direction indicated. This process then repeats, either indefinitely or until the stop instruction is found. In the latter case, the final contents of the tape make up the program's output.

"The purpose of this is to allow the theoretical study of logical processes and computability. It turns out that this device is capable of calculating any computable function.

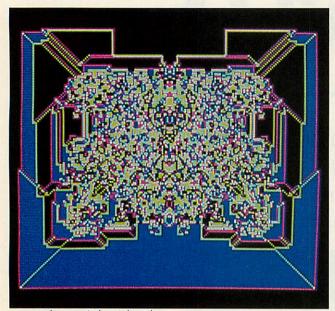
"More recently Greg Turk (at the University of North Carolina) experimented with extending this idea from a onedimensional tape to a twodimensional grid. Instead of thinking of the tape moving through a stationary machine, imagine the machine moving over the grid like a turtle in Logo. He calls this a Turmite (see the September '89 issue of Scientific American for more details). The Turmite's program works in the same way as for the Turing Machine; the only slight difference being that directions in which to move are specified as a rotation through 0, 90, 180, or 270 degrees followed by a move forward. There is no stop instruction."

Turmites are no more powerful than Turing Machines they are equivalent. However, as the turmite lives in a 2D world, the calculation that the turmite performs can be displayed on screen, giving graphical patterns which evolve with time.

In Michael's program the grid corresponds to the matrix of pixels making up the screen. Each symbol is a single coloured pixel and there are eight valid symbols. Wraparound is used, so that if the turmite moves off one side of the screen, it reappears on the other. The turmite starts from the centre of a black screen in state A.

Six 'programs' for the turmite are included in the listing - select one at the start. To stop the turmite at any time, press ESCAPE. SHIFT+ESCAPE will terminate the program.

You can also quite easily add your own 'programs'. You can have up to eight states and eight colours in one program, although this can be increased, if needed. Each program is



... some just aren't domesticated

preceded by a number (-1, -2 and so on). Following this is a list of instruction pairs. Each pair corresponds to the action taken upon finding a particular colour in a particular state.

Each instruction consists of five pieces of data. These are: the state to which the instruction applies (A-H); the colour which the instruction applies (bla, red, gre, etc); the colour to which the current pixel is changed (bla, red, gre etc); a turn (l=left, r=right, f=forward, b=back); the new state of the turmite (A-H).

For example, imagine the turmite is over a green pixel and in state B. The instruction for (green,B) is looked up. This might tell it to change the pixel to blue, turn left 90 degrees and become state A. This instruction would be listed as: DATA B,gre,blu,l,A. One of the colours used must be black, as that is the initial colour of the display.

Finally, you could try starting the turmite on a screen made up of random turmite colours, rather than on a solid black display. The results are nearly always unexpected and have to be seen to be believed! If you come across any interesting or unusual turmite programs, then please send them in.

Michael's program is officially called Megatermite since it manages to process over 170,000 symbols per second on an Arm2. Arm3 users might well like to switch the cache off to avoid missing

some of the graphical effects! The predecessor ran at only one-eighth of the speed, checking the keyboard with a SWI call after each symbol replacement. Termite32 only checks every 1024 steps and the amazing increase in performance is a good reminder of the high overheads of the system calls.

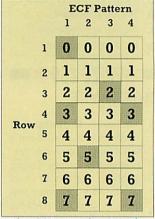
EIGHT-BIT TURMITES

B As is our policy in *INFO, wherever possible we like to give eight-bit M users versions of 32-bit submissions. Termite8 is E the result of much honing of machine code and is a respectably fast eight-bit turmite running in mode 2. The program works in an similar way to Termite32 and the programs are stored in the same format.

ALIEN TREES £30

We've another set of programs from regular Jan 13 Vibe. The first, Lines, follows on from Jan's earlier procedures to produce smooth colour scales in 256 colours modes. Jan's new procedure uses dithering to produce a speckled transition from one shade to another. This is made possible by the use of ECF patterns, first introduced on Masters and extended on the Arc. Lines plots tubular lines that start and end with randomly selected colours and the socalled giant colour pattern is used to produce the dithered, in-between stages. This pattern actually consists of the four individual ECF patterns, lined up side by side.

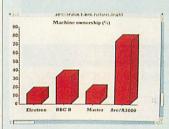
If you have not used ECFs before it is worth describing them briefly, as they are a handy way of mixing colours. Each of the four definable



A giant ECF pattern in a 256-colour mode as used in Lines

READER SURVEY

A big thank you to all those who completed the *INFO reader survey: it has given us an invaluable insight into what you would like to see in these pages.



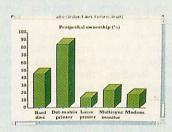
The first chart shows some general details revealed by the survey. Some 74% of readers now own 32bit Acorn machines, although 32.7% have Beebs. Many of you, 30.8% to be precise, own both eight-bit and 32-bit machines, whereas 22.1% only have eight-bit equipment and 43.3% only 32-bit. As you know, it is our policy in *INFO, while recognising the general trend towards 32-bit, to provide wherever possible eightbit versions of programs. Looking back over recent *INFO, from October '91 to March '92 we carried 30 items suitable for eight-bit users, versus 43 for 32-bit users.

And, although most new submissions are 32-bit, we will be continuing to provide eight-bit conversions.

On the peripheral front, just about everyone has a dot-matrix printer with the next popular choice being laser printers. Multisync monitors are now pretty common and given that only 32-bit users are involved, the figure becomes 32.5%. Midi equipment is owned by 7.7% and 4.8% have Hybrid music hardware.

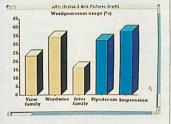
Over a third of eight-bit users have sideways Ram (very useful for us to know-an extra 16k often comes in handy) and 61% of 32-bit users have extra Ram. Another unexpectedly high result is the number of Arc owners with Arm3s—now nearly 20%.

Of our readership 61% consider themselves to be competent Basic



programmers and 20.2% competent at machine-code. This isn't too surprising since the column is intended to provide all sorts of programming advice!

A slender majority (51%) prefer **★INFO** to its predecessors, with 42.3% disagreeing and 6.7% of don't knows. However, 60.6%



would like to see more of *INFO in general and 66.3% say we cater for them in general. We hope to increase this proportion by the next survey. The best way to ensure we print what you want is to send in your own submissions!

Incidently the charts shown here were produced using one of BAU's own Graph application. It was written by Mike Curnow and appeared in BAU December '91 with enhancments published in this *INFO and a fully working

ECFs consists of eight bytes of data, rather like a user-defined character. In a two-colour mode, each row consists of eight pixels, so an eight by eight pattern is used to fill shapes. Once defined (using VDU 23,1+pattern number) they may be selected with GCOL 16*(pattern number) and all subsequent fills (as with CIRCLE FILL etc) will use the appropriate ECF. In four-colour modes, each row only defines four pixels and in 16-colour modes only two pixels. Of course, in 256-colour modes (as Lines uses) each ECF only represents a column of eight pixels, only one pixel wide.

This is where the Giant pattern becomes useful. The command GCOL 80 causes the four ECFs to be used side-byside. In two-colour modes, this provides a fill pattern of 32 by eight pixels and the short demonstration GiantECF illustrates this. In 256-colour modes, a modest four by eight block of pixels can be defined (see our diagram on the previous page) and this is what Jan uses. An array pt% holds giant ECF definitions for various stages along the line. At one end, all pixels are clear; at the other all are set. Circles are plotted to form the line using the appropriate giant ECF as read from pt% and the pixels are regularly mixed up to keep the effect random.

AlienTree is an unusual and artistic example of the technique shown in Lines. A tree is plotted (in the traditional recursive manner) but each branch and sub-branch is made up of coloured line segments of the type used in Lines. Each sub-branch takes the end colour of its parent as its start



Lines does it all with dithering

colour and then changes to a random colour along its length. Finally, Weirdo is a strange offering we got from Jan a while ago and never got round to including. Someone nicknamed it Madonna, but I can't image why. You'll find a couple more of Jan's offerings on the June subscribers' disc.

DODGY TROLLEY

B We've received a handful of letters from people who have had problems with M my automated shopping C list program, Trolley. One particular letter came from Alex Carroll, who even supplied me with a sample file that seemed to be

causing problems. There is, in fact, a minor bug in the program that will only come to light after using the program for a number of weeks.

We seem to have got confused over the size of the num() and date() arrays. These hold the dates of purchases and the number of items bought and are used to predict when you will run out of items. If you change all occurrences of the variable dates to dates-1 in DEF PROCealculate except for the first 'IF dates=0 ENDPROC' and the i=dates-1 you should find that this will cure the 'subscript out of range' errors.

GRAPH PLUS £20

Here's a neat addition to Mike Curnow's graph 13 plotting application from last December's issue. It comes from David Waters of Amersham. If you recall, the original graphs were described by a simple text file. David's additions allow two new commands to be used that let you individual points highlight with symbols. The update also allows linear least-squares.

Graph+ contains the lines that need to be added or changed in the original !RunImage as it appeared in December's yellow pages. As with all updates, please take care with line numbers. The full adjusted listing is also included in yellow pages.

Figure three on the opposite page is a simple graph showing off the new features and the text source for the graph. The new commands supported are used thus: line, n where n is 0 for no line (useful for just displaying the individual points), I for straight line segments (like the original program produced) and 2 for the least-squares fit (as shown in the example).

To provide highlighting symbols use: symbol, s where s is the symbol to be shown at each listed point: 0=none, 1=open triangle, 2=open square, 3=open circle, 4=filled triangle, 5=filled square and 6=filled circle. Circles are in fact 16-sided polygons to avoid the need for Bezier curves, but the results are more than satisfactory.

The new commands may be used in either order, or not at all and can follow the newplot command if you would like to draw several graphs using different line or point styles. A complete, updated version of Graph also appears on this month's disc.

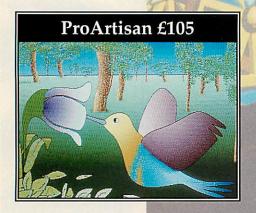
£10 TIP OF THE MONTH

Here's a little cautionary tip from Peter Hanley. Many Risc OS applications make use of the MemAlloc module for allocating memory to the Ram disc, system sprites and so on. It provides a number of *commands to check and alter the sizes of these various 'dynamic areas'. However Peter points out that there is one very silly feature in this module, if you use a call such as:

*ScreenSize 160K Error 1 Can't claim 160K screen memory It seems to work okay in modes which use less than 160K, but any bigger modes and the error is generated! Unfortunately there seems to be no simple way round this problem—you must either enter a suitable mode before running the application or, as Peter did, write your own version of MemAlloc!

Peter also points out that Risc OS 3 does in fact have a similar call built in, *ChangeDynamicArea however, this can only change the size of the system sprites, the Ram disc and the font cache.

GRAPHIC PROGRAMS TO BRING LIFE TO YOUR PICTURES



First there was the Artisan and ProArtisan series – still the most widely used art packages in education today. They feature an intuitive icon based menu system that has proved usable by children as young as three years old. Yet they are powerful enough to be used by serious artists.

Artisan is in its second generation (Artisan II) and provides many useful and unique features. This is the one for younger children and anyone interested in textile design. ProArtisan is a more sophisticated package but retains the familiar interface of Artisan II – an easy upgrade path.

No, this isn't a bird eating spider and no *Illusionist* doesn't replace *ProArtisan*. *Illusionist* is a graphics package for those who

don't have the skills or inclination for free format painting.

With *Illusionist* you create a wire frame outline of your image using pre defined shapes. In addition you can define your own shapes or distort any existing shapes. This makes it very easy to generate images even if you can't draw a straight line. You can assign colours and textures to your objects. You can even give them texture maps. A texture map is any Mode 12 or 13 screen. So you can use a scanned or digitised image, a painting – literally anything!



Render Bender II £99.95

NEW REDUCED PRICE

Render Bender II is another top rated graphics package

from Clares. Images are created in a similar way to Illusionist by defining objects using pre defined shapes. You then add colour, texture, lighting etc. Render Bender images can include glass and mirror objects as well as shadowing. Render Bender actually calculates the path of light from its source to the imaginary eye at the viewing position. This path takes account of any reflections and refractions.

In addition Render Bender can create animated sequences very easily. You can either give objects a formula to control their movement or you can give start and end positions and ask the program to 'in between' the other frames. The result is a stand alone animation that can be passed to friends or even sold.

Finally we have *Titler*. This is a video titling and

sequencing package. The *Titler* program uses outline fonts enabling you to create text screens, credits etc. You can have any colour text, background, drop shadow, underline or rub out boxes. You can also include sprites and Draw files in your screen.

The Titler screens can be used in the Sequencer program along with screens from Artisan, ProArtisan, Illusionist and Render Bender, as well as lots of other formats. You can also include Render Bender or Euclid animations, Tracker tunes, Armadeus samples or Archimedes samples in your sequence. Sequencer gives you total control over the display of the screens and provides many effects to switch from one screen to the other. As well as being a tool for video titling this package can be used purely as a presentational tool for preparing and showing lecture notes, demonstrations etc. In fact all of Clares demos are now created using

Titler £149.95

This shows a graph from !Plot loaded into Titler.

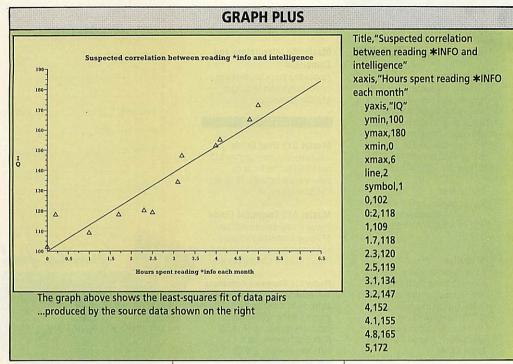
We can have Rubout boxes

Underlined text

Titler and Sequencer. Please request a demo disc that will illustrate the potential of these packages.

REQUEST YOUR FACT PACK TODAY!





SQUEEZE II £20

Regular readers should remember last month's opening feature in *INFO - Brian Cooke's A5000 SquashUtil. He has now finished the extra code needed for saving squashed data and as promised, we can now publish the additional lines. If you turn to the yellow pages, you will find Brian's complete program.

If you have already typed in his listing from last month, you can use this as the basis for typing in the new listing. There are a couple of extra lines before line 240; the EQUS "Save" and EQUB 0 at 620 are new, as is the B SWI save at line 940. The new code starts at line 3100 and finishes at the end of the program. The entire progam can, of course, be found on the monthly disc.

These extra lines of code will add one new swi call to SquashUtil module, Squashed_Save. With this call, you can save a block of memory in much the same way as with OS_File 0 or *Save. The only difference is that it is compressed on the way! Four parameters should be supplied to the SWI, and a typical call might look something like: SYS "Squashed_Save", "MyFile", buffer, buffer+length, "Data"

The first parameter (R0) points to the name of the file, the next two (R1 & R2) point to the start and end of the data in memory, finally R3 is the filetype. This can be a pointer to a textual filetype name as above, or alternatively it can be a pointer to a bit numeric filetype (such as &00000FFD) or zero.

If this is the case then the file is left untyped and the load and execution addresses are set to where the file was saved from. The actual file created will have type &FCA (Squash) and can be unsquashed either with Acorn's Squash utility supplied on the applications disc or with the Squashed_Load call also supplied by Brian's module. (For example, sys "Squashed_Load","MyFile",address). For more details of this and Squashed_Info, please refer to May's *INFO.

Given that machine code is not always that easy to follow, Brian has supplied a version of the squash routine in Basic. When run, CompDemo prompts for input and output filenames. The input file is loaded into memory and squashed using the same technique as the module and saved to the output file.

For your reference only, a number of variables are printed during the squashing process so you can see how well it is doing. Brian's description of how this works is shown below, followed by a summary of the SWI calls provided by the Squash module.

"Module Squash_Compress is called once near the start of the program, to find out how much workspace the SWI needs (this is with bit three of R0 set). The source file is then read into memory, OS_File 11 is used to create an empty, time-stamped file of type &FCA (squashed). This is then opened for output and the standard 'squash' header written to it. This consists of five 32-bit words.

"The first contains the Ascii codes for the letters SQSH and used for identifying squashed files. This is followed by the length, load address and execution address of the original file. As with all file addresses, if the top 12 bits of the load address are set, then the load and exec address should be interpreted as a file type and time stamp. The final item in the header is a flag word. Currently these should all be set to 0, to allow for future expansion. The squashed data starts 20 bytes into the file.

"The actual squashing is performed by the REPEAT... UNTIL loop. Squash_Compress is the call that does all the hard work although, in general, it is a lot easier to use and explain than the corresponding decompression call. The register R0 contains flags. Bit 0 is set if there is any more data left. In this case there isn't - we are giving the call the whole source file at once. Note that this doesn't mean that we are only going to use the compression call once to squash all the data - we set this bit to inform the call that all (remaining) data is available now - we are not secretly holding on to any!

"Bit 1 should be set if the call continues to use the contents of its internal workspace. Therefore this is clear the first time the call is used and set thereafter; R1 points to this workspace (as claimed in the set up routine); R2 and R3 describe the source data, R2 points to the next byte to be squashed and R3 says how many bytes are left to squash. Similarly R3 and R4 describe the output buffer, R3 points to it and R4 says how big it is.

"The call returns a number of things and four of these are useful to us. The register R0 is a status byte, usually 2, meaning that the operation ran out of output space. But this will become zero when all the data has been squashed. R2 and R3 are updated to point to the first unsquashed data byte and the number of unsquashed bytes respectively - these can then be passed to the call the next time round. R5 returns with the number of bytes left in the output buffer. If subtracted from the size of the buffer, this gives the number of squashed bytes 'created'. These should then be written to the output file. This loop should be repeated until a status of zero is returned. The output file is then closed."

Brian points out that for some reason the files created by Squashed_Save are not always the same length as those squashed with Squash. However, both sorts of file are uncompacted successfully with either Squashed_Load or Squash, with no data gained or lost can anybody throw any light on this matter?

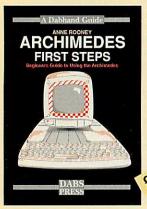
Brian says that the module is undergoing a few minor tweaks to provide some *commands to access his swi calls. He also says he is working on a 'transparent' version that will work in much the same way as Compression or ArcFS although he freely admits that he doubts if it will ever be finished!

To round off then, here are Brian's own descriptions of two of the most complex calls

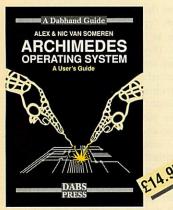


BUDGET DTP **ROGER AMOS**

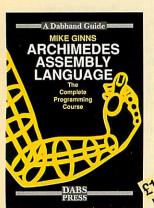
An invaluable guide to the free software on your Archimedes, and how to get the best desktop publishing results for very little cost.



Introductory book for the Arc, covering the basic operations and use of !Edit, !Draw, etc



Useful summary of OS information with detailed examples. (£21.95) with disc.



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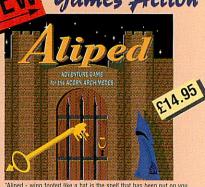
C: A Dabhand Guide

Z88: A Dabhand Guide

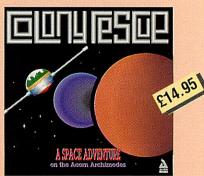
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'Harry and Dave manage the laundry firm, but things have been going wrong. They work all night but will they put things right? Multi level game, high quality graphics, simple key controls for easy movement of characters. Needs 1MB. RISC OS compatible.

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Realistic boxing game with digitised sound etc. 1 or 2 player. £14,95

provided by Risc OS 3 Squash_Compress and its converse call, Squash_Decompress.

Squash Compress compresses data. Both input and output can be viewed as streams, meaning that neither need to be held in memory in their entirety at any one time. The call returns if it runs out of data in either the input or output buffers.

"Register R0 contains flags: bit 0; clear to start a new opertaion, set to continue the operation using the existing workspace contents. This must be claimed before the call can be used 'for real': Bit 1; clear if there is no more input data, set if there is. 'More' means that the current input buffer does not contain the entirety of the data. Bit 2 is reserved and should be zero (as should bits 4 to 31). If bit 3 is set, then the call returns information about buffer sizes given an input size in R1.

If this is the case, the call returns with R0 containing the address of the workspace needed and RI set to the maximum output buffer size.

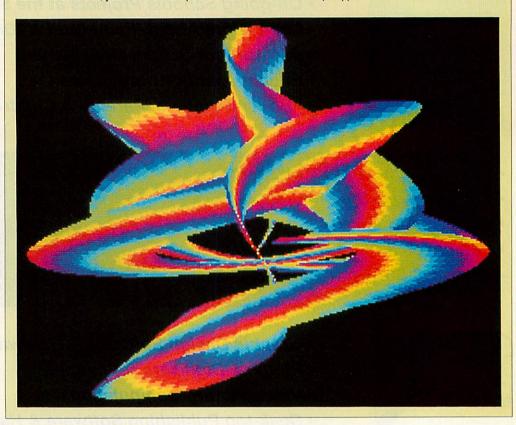
"Moving on, to squash data, RI to R5 need to be set as follows: RI points to the workspace, R2 points to the next byte to squash, R3 contains the number of bytes of input available (data between R2 and R2+R3 is to be squashed). R4 points to the output buffer and R5 contains the number of bytes of output available. After the call, if bit 3 of R0 was clear, then it is updated to contain a status byte. A value of 0 means the entire operation has been completed and all input has been squashed: 1 means the call ran out of input data: 2 means the call ran out of space in the output buffer. RI is preserved, but R2 to R5 are updated as follows: R2 points to the next byte to squash, R3 contains the number of unused input bytes. R4 points to the first unused byte in the output buffer and R5 contains the number of unused output buffer bytes.

"If the output buffer is definitely large enough and bits 0 and 1 of R0 are clear on input (meaning that the entire input data is available) a special algorithm is used by the call that is nearly three times faster than the 'buffered'

*DISC

As always, there are two ways to get your hands on the *INFO programs. They can either be copied in from our vellow pages or loaded from the subscribers' monthly disc (see page 89 for details).

And, as usual, there are a few extras to be found on this month's disc. From Jan Vibe, StarCross and Rainbow should serve to entertain 32-bit users. For Master owners there's a short planetary demonstration from Adam Scott. And of course, you'll find the complete revised version of the Graph application.



version, Squash_Decompress is the complement to the above call. All the parameters to the call are currently the same, except for bit 2 of R0 on input. If this is set to 1, the call assumes that all the output will fit in the buffer specified by R4 and R5 and a faster algorithm will be used. Unsquashing is about twice as fast as squashing and the fast algorithm is nearly six times faster again!

"If the call ran out of input data (status 1 returned and R3<12) then the unsquashed data must be supplied again on the next call. If you look at my demo last month, or in the code for .SWI_Load, you will notice that it sometimes copies a number of bytes from the end of the input buffer to the start before loading in some more bytes."

One final note: the current implementation of the call cannot predict how big the final data will be. This means that -I is always returned in RI when the SWI is called with bit 3 of R0 set.

COUNTDOWN £20

At the time of writing this, my all-time favourite TV show, Countdown, has fin-M ished its latest run on Channel 4. Clearly many BAU readers are also fans and following our Arc A 'numbers game' solver back in the March issue, Richard May of Bristol has sent in a Basic program that does the same job on all machines.

For those not familiar with the game, six numbers are chosen from a selection of 25, 50, 75, 100 and 1 to 10 and a random target figure must be reached by combining some or all of them with +, -, * and /.

CDown uses, in the words of its creator, "an intelligent/ heuristic approach to solving the problem. Even when running on a BBC B it can often outpace the Archimedes solution."

Enter the six small numbers and the target then select a quick or full search as desired. The nearest solution that is found will be displayed.

heuristics cannot The guarantee to find a solution. Indeed there may not be a solution, as was proved in the last series when Cecil (the random number generator on the programme) chose a total that was larger than the highest possible combination of the selected numbers. However, Richard's program, GOTOs and all, is an admirable demonstration of how the Beeb can tackle such a tricky problem.

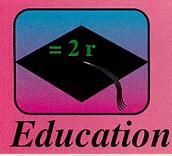
*QUIT

Please send your submissions to us at; *INFO, BBC Acorn User, Redwood Publishing, 20-26 Brunswick Place, London N1 6DJ. All but the shortest of programs should be on disc and accompanied by a brief description of their purpose and operation. A stamped addressed envelope with your submission will ensure the return of your disc.

Dave Lawrence Dave Acton

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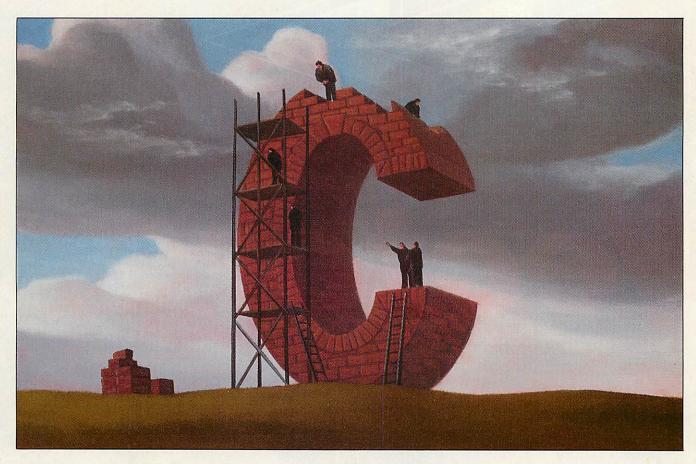
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C FOR YOURSELF

he idea of writing a multi-tasking Risc OS application can appear very daunting the first time you attempt it. There are so many things to consider - menus, windows, loading and saving, messages from other tasks and so on. Before you know it, your simple Basic program is 1500 lines long. And runs like a drain. So what's the alternative?

Well, Acorn recommend C as the development language and when it comes to writing desktop programs, C has more than one advantage over Basic. This article has two real purposes - to give non-C programmers a glimpse of what the language has to offer and to encourage those with a little more experience to try their hand at writing Risc OS applications.

Over the next two months, we will be building up just such an application. Timely - a diary/ calendar/year planner will be the end result, a useful program in itself and also a convenient vehicle for illustrating the basic concepts of C.

BUT WHY C?

C programs run much quicker because they are compiled into machine-code. If you have something complicated to display in a window, you'll really notice the difference. But, better still, writing applications in C is actually easier than in Basic. A vast library of ready-to-use procedures means than there is often a call to do exactly what you need.

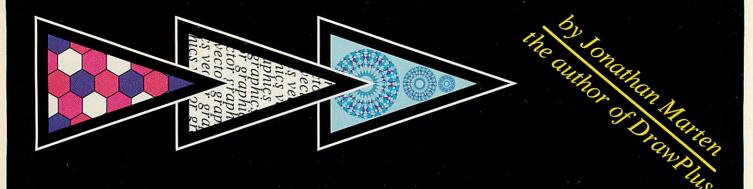
A CRASH COURSE

C programs are written as text. Many features are similar in appearance to Basic, although plentiful supplies of curly brackets are compulsory. These text files are then compiled by the C compiler, a program that is usually called cc and held in your library. Although the compiler produces a machine-code version of your program, you cannot use it immediately. Instead, it's stored in a directory called o, as a special sort of file. This contains details about your program and the compiled code itself.

Another program called the linker, generally called link in your library, takes this special file and links it with any others it might need to produce the final program. This is the version that you can run. The reason for the linker is that you can include bits of other programs in your own creations.

So, the purpose of the linker is to go away and find all the different bits that your program uses and include them as appropriate. All you need to do is tell the linker where it can find these programs and use the command include in your

In the first of a new series Dave Acton introduces C, the high flier of programming languages





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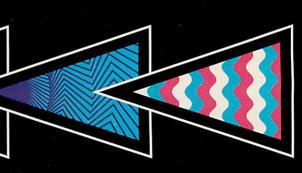
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text program, with some details. Thanks to this facility C programs can rely heavily on libraries.

There are standard libraries, usually held in \$.CLib and these include mathematical functions, string functions and standard input and output routines which are common among all versions of C. You include them in your program with the directive #include. This command can also be used to incorporate your own libraries of routines as well as those supplied with the C compiler.

C is clever, in that any libraries you include needn't be recompiled with your program. Instead, you include a header file (found in directories called h) which simply lists all the pre-compiled functions and the parameters they expect. The linker then includes the necessary code in the final image.

Another program called the make utility is used to wrap up the whole process of compiling your C program into one neat file. You simply describe how to compile your program in a simple text file and the make utility takes this file and processes it intelligently. The clever thing about make is that it will only compile or link those components of your program that have changed. For example, you might have a program c.myprog which includes a library \$.userclib.c.lib. If you only change c.myprog the make utility will realise this and won't bother recompiling \$.userclib.c.lib as well. We'll see more of make in the months to come.

C FEATURES

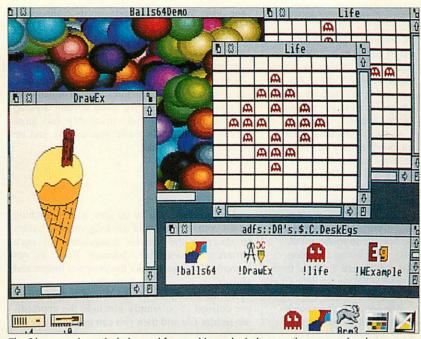
There are certain key features of the C programming language that distinguish it from others like Basic. Two of the most important ones are structures and pointers.

Let's deal with structures first. In Basic, you are limited to certain variable types, or cases as they are called in C. You can have integers, floating point numbers, strings and that's about it. You can build arrays of these types, but you can't define new ones. It is rather like building a housing estate with only a few fixed house designs. You can build a street of one type, as with an integer array, but you can't mix and match types.

C is more flexible. You have the standard cases int (integer), float (floating point), char (character) and so on, but you can also define your own cases, either as copies of the standard ones or combinations of them. Such combinations are called structures. So, returning to our housing example, not only can you create your own house designs but you can group these together however you like, so your Basic street of identical semis could be replaced by a C street of bungalows, skyscrapers and whatever else you fancy.

Sometimes new cases are used just for clarity. For example, font handles have their own case in Risc OS. This is defined with the statement typedef int font; which means that you can initialise the variables like this: static font title;

The variable title is just an integer, but because the new case is described as font this makes its purpose clearer. Cases don't just make programs prettier though - they are also invaluable for debugging purposes. The clearer you are about the nature of a variable, the easier it is for the



The Clanguage is particularly good for graphics and windows as these examples show

compiler to spot mistakes when you use a variable out of context. For example, if you have an int variable i and assign it the value of a float variable f with i=f; the compiler will warn you that you're throwing away some precision. You must tell the compiler that you really know what you're doing by case converting. This means including in brackets the case you want to end up with. In this case you would use i=(int) f; and the compiler then lets it through.

It's when you start combining different cases, that the versatility of C becomes apparent. As an example, look at the structure of font_desc in the figure below. It's taken directly from a library called FontUtils which we'll be using when we create our application next month. It's a good example of structure because it has just about everything in it.

The first element in the structure is an array of characters called name. Strings only exist in C as character arrays, which is a bit of a bind when you're used to Basic, but no real hardship. In this array is stored the font name (Homerton.Bold.Oblique or whatever). Next is handle which is of type font. As I said earlier, this is just an integer but using font rather than int makes it more readable and it will still compile should the definition of font be changed.

The type draw_fontref is defined in the library drawftypes.h which provides many types for manipulating draw files. We include a variable no of this type in our structure, in case we wish to use the font in a Draw file (as indeed we will next month). Next comes an integer id which is sort of a user-handle to do with as you like. Then two double-precision floating point variables xpt and ypt define the font size. Finally, two more character arrays are included to contain user-supplied font sizes.

The beauty of using this structure is that a single variable can be used to refer to the whole set of mixed variables. Because the structure is defined with typedef, it is not a one-off affair but can be used as a case (just like int). So the line: font_desc title; defines an object, title, of type,

BUYER'S CHOICE

Before you can get going in C, you will need to buy a copy of the C programming language. Acorn's own version of C - also known as Norcroft C - remains the standard. Release 3 marked a great step forward in ease of desktop programming and now with release 4 things are easier still. All of my examples and the application that will follow next month are suitable for Acorn C, release 3 or later. Release 4 costs £229 plus VAT. Contact Acorn on (0223) 245200

Beebug also provide their own C compiler with libraries that are nearly identical to Acorn's. It's undergoing something of a service at the moment and a new version is expected to appear at any time now. We will of course, let you know of any changes that relate to these programs. This costs £77.39 plus VAT. Contact Beebug on (0727) 40303.

We would also recommend that you buy an introductory book on programming, such as A Book on C by Al Kelley and Ira Polley (ISBN 0-8060-4)

CASE STRUCTURE

typedef struct { name[48] font handle; draw fontref no; int id; double xpt,ypt; char user_size[8];
char user_height[8]; font desc;

CINACTION

Our example program BasKite is a short doodle by Andy Gibbons that originally appeared as a oneliner in February's *INFO. Kite is a C version of this program and is intended to wean you off Basic in a gently manner.

As you can see, the programs are essentially very similar. Many **BBC** Basic commands are mimicked in the bbc.h library. So MODE 4 becomes bbc_mode(4) and CIRCLE x,y,r becomes bbc_circle(x,y,r). Others can easily be constructed, as in the example. There is no equivalent of WAIT, so we define a function that does the job. Similarly, there is no SWAP but we can define it in three lines.

Whereas a Basic program is executed in line order, C programs are defined as sets of procedures, with one main procedure which is always called main(), forming the entry point of the program. We define procedures that main() will use before main() itself, so they are recognised without the need for extra declaration lines.

All variables must be declared in C, either at the top if they are global or at the start of a function if they are local. This ties in with cases, as we will explain later. If you'd like to compile the example, save it in a directory (\$.MyProgs.C for example) and enter and save the obey file MakeKite in \$.MyProgs also. You will need to create a directory \$.MyProgs.o to take the intermediate object code. Run this obey file to create the program Kite. You'll certainly notice a difference in speed between C and Basic.

The following commands are what you need to type in, to turn the textual C program into machine code.

cc kite -c -i\$.risc_oslib link -o kite o.kite \$.risc_oslib.o.risc_oslib \$.clib.o.stubs

font desc. We can then refer to its components easily using the dot operator as follows:

title.xpt=4.5;

title.ypt=5.6;

strcpy(title.name,"Trinity.Bold");

where strepy() simply copies a string from one place to another. Structures are invaluable in programming particularly when writing desktop applications. Wimp calls invariably use large parameter blocks. In Basic you usually end up writing something like:

!q%=handle%

q%!4=x0%

q%!72=...

and before long you've no idea where anything is! Of course, you could use long variable names to describe the various components of such parameter blocks but, because Basic is not compiled, this will make the program longer and

All the structures for the Wimp and so on are pre-defined. You simply #include the appropriate header file and then you can use code like:

window->w=handle;

window->info.box=newbox:

To a Basic programmer this may seem as unfriendly as all the q%s above, but in the long run it actually makes life easier.

POINTERS

Another key feature of C is the idea of pointers. Basic supports them to some extent with the operators! and? for example:

DIM a 16 b=a !b=14

Here the variable b is a pointer, containing an address rather than a value. At that address is placed the integer 14. In C, b would be defined thus: int *b:

Unlike Basic, C takes a more rigid approach to pointers. Addresses are not vague entities that can refer to anything - a character, a string, or an integer. The pointer b is expected to point to where an integer is stored and unless you specify otherwise, you will only be allowed to store integers at or read integers from b.

Pointers to structures are particularly useful as they enable you to pass descriptions of things easily from one procedure to another. Remember our font called title? Well, we could set up a pointer to it like this: font_desc *p=&title; and use this when referring to our font. There is a procedure in FontUtils which takes a pointer in this way and sets up a font descriptor block. It's defined as: font_utils_declarefont(font_desc *d,char *name,float xpt,float ypt);

The routine takes a pointer to font descriptor block, a font name and size and attempts to locate that font. It then stores details of that font (or the closest it can find) in the block pointed to by d. This use of pointers is specifically known as call by reference and the technique allows procedures to take parameters and alter them in some way. In the example Kite, call by reference is used. Have a look at the routine swap which emulates the Basic SWAP command. Normally when you pass, say, an integer to a procedure, it takes a copy of the value and uses that. However, if you pass the address of an integer instead, the procedure knows where the value of that integer is stored. It can look it up and indeed alter it and swap does this, taking the addresses of two integers (& means 'address of') and swaps their contents (* means 'contents of') rather like Basic's ! operator.

Although C functions can ret.purn values, like Basic ones, often pointers are used to alter variables. Not only can you alter more than one variable in this way but, when you have to deal with complicated structures like font_desc, it is far easier to refer to them by their address than by their value.

NEXT MONTH

A good habit to get into is to compile those parts of your application that might come in useful elsewhere as separate files. This idea will be put into practice with Timely.

As well as the main program, several libraries will be presented which I hope you might use in your own programs. FontUtils will provide a friendly way of declaring and using fonts and creating Impression-style font menus. DrawUtils will ease the creation of Draw files whereas WimpUtils will take some of the effort out of keeping track of your windows and icons.

So, C you again next month...

CAND THE WIMP

There's a big difference, you might think, between writing a simple stand-alone program and a fullblown multi-tasking application in C. Well, yes there is, but the standard Risc OS C libraries help to make the job simple. Acorn's version of C includes example applications, showing you the official way to do various tasks, like saving, displaying draw files, handling icons and so on.

The awkward thing about multi-tasking is that programs aren't executed linearly. You never know what the user might do - click on an icon, bring up a menu, drag a file - you can't predict which parts of your code will get called when.

In C things are simpler as many of the Risc OS functions work on the idea of handlers. A handler is any routine that you have declared capable of performing a given task. One example is a menu handler. When you create a window, you can attach menu handlers to it. So, when the user clicks on it with Menu your menu creation routine is automatically called.

Similarly, when the user selects an item on the menu, your menu select routine is called. Different menus can be attached to different windows. Icon bar menus are recognised as such and brought up at the right height on the screen.

Another good example is the saveas() function. This provides a standard save box. Again, you simply supply handlers to do the saving. You don't have to worry about the dragging of the save icon, clicking on OK, or typing a name and pressing RETURN. You are told that the user wants to save a file - you save it, and that's that!

And, because such standard routines as saveas() are provided, there is the added benefit that your application will be consistent in its behaviour with others written in C.

We will be covering at all of these issues in more detail later on in the series.

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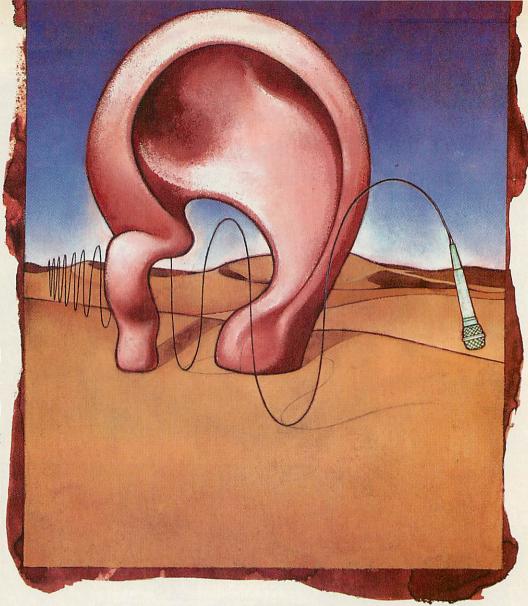
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Bells, whistles and even explosions are among the sound effects that an Arc can produce.

David Radford starts a new series on the theory and practice of sound

WIRED UP FOR SOUND

Ithough the Archimedes has good facilities for sound, many users fail to take advantage of them, either because they don't understand the subject, or because they lack experience of machine code. Yet sound is a worthwhile addition to many programs, whether they be educational programs with added speech or weird and wonderful noises to liven up your games programs.

This series of articles will, among other things, show that it is possible to produce a variety of sounds from Basic and we will be providing you with all you need: both the knowledge and the necessary machine code routines. But, first of all, it is important to understand the nature of sound itself...

By definition, sound is a physical vibration, transmitted through the air and detectable by the ear. When an object such as a plucked string starts to vibrate, it disturbs the air molecules around it, setting them in motion. The movement is passed from one air molecule to the next in the acoustic equivalent of a Mexican Wave. This is, in effect, a sound wave.

Sound waves cause the sensitive membrane of the eardrum, and the tiny bones beyond it, to vibrate, making it possible to hear sound. A computer can 'hear' using the electronic equivalent of an eardrum — in other words, a microphone, that converts sound waves into electric currents.

These currents can be stored on to a tape recorder for later use but a computer works using numbers rather than currents. So, to record sounds from a microphone on an Archimedes, these currents must be converted into numbers representing the strength and direction of the current. This job is done by a piece of hardware known as a sound sampler.

A sampler works by measuring the strength of the current from the microphone at a certain instance in time. This current is constantly changing so, if the sampler takes two measurements of the current one second apart, then all that is reliably known about the current during that second is its strength at the start and end of that period. It follows then, that the two measurements (or samples, as they are known)

have to be as close together as possible, thereby causing a dilemma. Each sample requires one byte of memory and so, if there are twelve bytes available, samples taken one second apart would give a period of twelve seconds. Or a more accurate series of samples, half a second apart, will last for only six seconds. As you can see, it is a case of quality versus quantity.

The length of time between two successive samples is known as the sample period and is usually measured in microseconds (millionths of a second, which is written as 'us' or 'us'). With some commercial programs you may come across the term 'sample rate', and this is the number of samples taken per second. This is measured in Hertz (Hz) or thousands of Hertz (kiloHertz or kHz).

Of course, for a sound sampler to be of practical use you need to able to playback these recorded sounds. Luckily, all Arcs and A3000s have built-in hardware to do this. But while this is all very well, the sampler does cost money, anything from £30 to £150, and this can dissuade many people from dabbling in this fascinating subject.

The good news is that you don't have to buy a sampler to play around with sound. Remember that we said that sampled sounds are made up of a series of numbers? Well, it is perfectly feasible to write a program that can make up these numbers from a set of simple rules. This technique is known as sound synthesis.

MAKE A SOUND

There are many different ways of synthesizing sound and the music industry is coming up with new ones all the time. Many of these are complicated, and most can only produce certain types of sound. Among these techniques are various types of modulation and harmonics, but for the

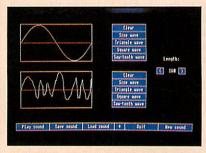
SOUND FORMATS

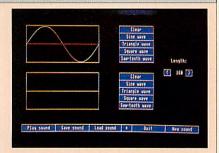
There are three basic formats for sample data: linear signed, linear unsigned and logarithmic.

- Linear signed data is a twos complement representation of the number. That is, values from 0 to 127 represent actual values 0 to +127, and values in the range 128 to 255 represent actual values -128 to -1. Armadeus format samples use this type of data and this is also the data type recognised by our BAU program, Wave.
- Linear unsigned data is the type that is produced by most sound samplers. Values from 0 to 255 represent actual values - 128 to 127, with 128 representing 0. This format can easily be converted to linear signed by EORing it with 128. (ie. signed=unsigned EOR 128.) The PD application DSEdit uses this format for its samples.
- The third type of data is logarithmic (also known as Vidc) and this is the format required by the sound hardware of the Archimedes. It is slightly more complicated than the other formats, making use of a scale more appropriate to the human ear. There is a table maintained by Risc OS for converting from linear signed data to the logarithmic format, which is often used by voice generators.

MAKING WAVES

Our first listing in the yellow pages, called Wave, lets you play with various sound waves. When you run it, you will be presented with two boxes, each with a cluster of icons down the right-hand side giving the four basic waves. Ignore the bottom box for the moment and click on one of the icons next to the top box. The wave you selected will then be placed into the box next to it. To listen to it, simply click on the Play sound icon at the bottom of the screen. For example, in our screenshot opposite we chose to listen to a basic sine wave. When you have played around with the four basic waves, try holding down Select over the top box and drawing your own waves. Again you can listen to it using the Play sound option. Use the Length arrows to alter the time of playback. Once you have created a simple





sound, you can save it on to disc by clicking on the Save Sound icon at the bottom of the screen and typing in a filename.

You may be wondering by now what the bottom box is for. Well, the top box represents the sound at the start of playback while the bottom box shows the sound at the end of playback. Try clicking on one of the icons to the right of the bottom box or drawing in the box itself as shown on our screenshot. When you play the sound now you should be able to hear one sound changing into another. This is a simple technique known as interpolation, and is a term more commonly associated with computer graphics. In fact, several techniques used for graphics, such as scaling shapes and drawing straight lines between fixed points, come in useful for processing sound.

first of these articles we chose a very simple approach. There are a few basic sound waves that often form the basis of synthesis routines the sine wave, the triangle wave, the square wave and the saw-tooth wave. The program Wave can produce sounds from any of these wave forms. (See the Making Waves box above to find out exactly how to use the wave program and our BAU Program box, on page 68, for details of how to obtain the program.)

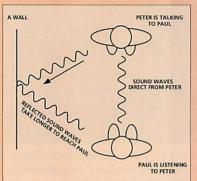
Note that you don't have to limit yourself to samples created or supplied with the Wave program. Any sample that conforms to the Armadeus format can be played back and we have provided a few on the subscribers' disc for you to try: simply choose the Load sound option and type in the filename of the sample ours range from a grand piano to sounds of the Starship Enterprise. Bear in mind that these wave forms are too complicated to show in the wave box, so you will only hear the sounds.

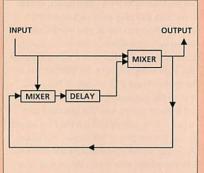
We have also supplied a public domain program called DSEdit on the monthly disc. This can be used for editing sound samples. However, the format used by DSEdit (linear unsigned) is not the same as the Armadeus format used by Wave (linear signed). So, to allow you to convert from one format to the other, we have included another public domain program called SampConv. For more details on the most common formats read our Sound Formats box on the left.

TIME TO PLAY

So, once you have your sound sample, how is it output to the speaker? Well, sound is handled by the Vide chip and what happens is this: Risc OS supplies Vide with two buffers (temporary areas

ECHO BEACH





A real echo is caused by the fact that the sound has to travel further, creating a natural delay (see above left). In simulated sound, as in our Echo program, a delay can built into the program to mimic the natural echo as illustrated in the diagram on the right.

of memory) full of sound data in a form ready to be output to the speaker. Vide then takes each byte in turn from the first buffer and sends it to the speaker at a predetermined rate. During this time, the Arc is free to be getting on with something else, such as managing the desktop.

When the first buffer becomes empty, Vidc starts using data from the second buffer. At the same time, the computer stops whatever it is doing and starts executing a piece of machine code in the SoundDMA module. SoundDMA works out which buffer has just become empty, and then instructs the SoundChannels module to fill it up again with new data.

SoundChannels does this using some software known as voice generators which provide sample data or synthesis routines for filling the buffer. There are nine voice generators already built into the Archimedes, (type *voices to find out more) and there are facilities provided by the SoundChannels module for adding your own, which is exactly what the playback routine does.

All voice generators have to be written in machine code for speed, so if you can't write in machine code then you can't write your own voice generators! However, we have provided all the code necessary for playing back a sample within Wave, in the procedure PROCassem.

If you want to use this in your own program you can safely delete the lines from .drawwave to just before playback, as these lines are only needed by this particular program. Have a look at PROCplay to see how to use the code.

SPECIAL EFFECTS

So now we can now make some fairly crude sounds and play them back. But you can do much more with samples than that. Once you have created a sample, it can be altered in various ways. Echo is a fairly simple effect to add and is supplied in programs such as Armadeus and the public domain program, DSEdit. The second listing in yellow pages, called *Echo*, is a short routine to add echo to any sample created by listing one.

Simulated echo is based on the fact that sound travels at a fixed speed. For instance, if Peter is talking to Paul in an enclosed space, then Paul will mainly hear sound coming directly from Peter. However, a small amount of sound will bounce off the walls and reach Paul that way. So the sound waves arrive at Paul after different lengths of time, because of the different distances they have to travel. The result is that Paul hears the main sound, followed shortly afterwards by a fainter echo from the walls. This echo itself will bounce around the room, and arrives again at Paul some time later but much fainter and so on, until the echo becomes too faint to detect.

As sound travels very quickly, the echo is not normally noticeable in small rooms because the time difference between the two waves arriving at Paul is so small. But in large rooms such as concert halls, the distances are much greater and the echo is much more pronounced.

The diagram opposite shows how to simulate an echo. Each byte of the sample is fed directly to the output. At the same time, each byte is also fed to a circular buffer. This is used to delay the byte for a certain length of time and when it eventually emerges from the delay buffer, it is mixed with whatever the output at that time happens to be. This output is then fed back into the delay buffer at a reduced level in order to simulate the echo being reflected back again from the walls.

To translate this into a program, each byte is taken from the original sample and mixed with a certain percentage of the byte emerging from the delay buffer. This value is stored in the output sample. The value from the buffer is then mixed with a different percentage of the output, and this value is stored back into the buffer. And that's all there is to it! This is exactly how the second listing Echo works and it is written in machine code for speed.

You may find that Echo does not have much effect on the samples produced using Wave. This is because the volume of these samples does not vary at all. Next month's programs will work better with Echo, as will the samples on the monthly subscribers' disc.

Another popular effect, although not often used on the Archimedes, is fuzz. This relies on distorting a sound by chopping off the tops and bottoms of waveforms. This is a very simple idea and quite easy to program, but we won't go into detail this month as it ties in better with volume in part two of this series. Meanwhile, we have provided the Fuzz program in yellow pages, so you can be playing around with it until next month.

That's enough for now. Next month we'll be taking a look at how volume and pitch envelopes can be used to alter the character of sounds. Plus, we will be examining a better synthesis routine, so make sure you don't miss the next instalment!

BAU PROGRAMS

Echo, Wave and Fuzz can be copied in from yellow pages. Instructions on how to type in a program can be found on page 76. They can also be loaded directly from the monthly subscribers' disc. In addition, two related programs available to BAU subscribers are DSEdit, a sound sample editing program, and SampConv used to convert samples from one format to another. The monthly disc also provides a collection of sounds that can be used with Wave and Echo.

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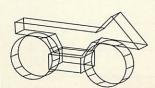
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Program	Page	BBC B	B+/	Master	Master	Electron	6502SP/	ADFS	Econet	Shadow	/Archimedes/	Monthly
		B+	128	128	Compact		Turbo			Ram	A3000/A5000	disc
*INFO	71											
Info1								*	*		*	*
Info2		*	*	*	*	*	*	*	*	*	The State	*
Info3 - 9			118418	A Parago								*
Info10		*	*	*	*	*	*	*	*	*	*	*
Arc Assembly	54							*	*		*	*
Wired for Sound	70							*	*		*	*
C For Yourself	65							*	*		*	*
!Graph Bonus Listing							0.00	*	*	THE STATE OF	*	*

Typing in listings from the yellow pages.

The yellow pages are subdivided into article headings. Each article heading corresponds with its article in the magazine.

So for instance to find listing one of *INFO in the yellow pages (Termite32) look for the *INFO heading, then follow the listings through until you get to listing five. At the beginning of the program are a few lines that tell you what machines it works on. This information can also be derived from the table above.

For Archimedes owners it may not be immediately obvious how to actually type in the listings. By pressing Function key 12 you can access the command line. From here type BASIC and the Archimedes will enter the Basic language. You may like to type MODE 12, which will turn the screen to white on black.

Then simply copy each line of the program in turn after the '>' prompt, pressing RETURN when finished. Save the program onto disc by typing SAVE" < filename>". It can then be run by typing RUN. You will probably need to debug it as you may have made some typing errors.

When you have finished debugging save the program one last time. Then it can either be double-clicked upon from the desktop, or loaded using LOAD "<filename>".

A more detailed description of how to type in listings from the yellow pages appears in BBC Acorn User August 91.

***INFO**

600 xo=588 610 yo=58C 620 FOR pass%=0 TO 2 STEP 2 630 F%=code% 640 (DPT pass% 650 .termite 650 LDA #80 670 STA x 680 LDA #128 690 STA y 620 scrst=8:state=9:data=10 638 const=11:col=12 640 link=14:pc=15 659 PCR pass%=0 TO 2 STEP 2 660 P%=code% 670 [OPT pass% 680 .termite 690 ADR table,ar 1240 DATA B,bla,gre,b,B, B,gre,yel,r,B, B,yel,red,l,B, B,red,bla,l,A 1250 DATA -6, A,bla,mag,r,A, A,mag,blu 1,A, A,blu,gre,l,A, A,gre,bla,r,A 1250 DATA end% Listing 1 - Termite32 10 REM >Termite32 (Info1) 20 REM Turing Termite 30 REM by Michael Rozdoba 40 REM for 32-bit machines 50 REM (c) BAU June 1992 Listing 2 - Termite8 10 REM >Termite8 (Info2) 700 LDR scrst, ascrst const, #255 690 STA Y 20 REM Turing Termite 30 REM Original by Michael Rozdoba 40 REM 8-bit version by Dave Acton 50 REM for eight-bit machines 60 REM (c) BAU June 1992 70 MODE 13 710 MOV 70 MODE 13 80 PROCassemble 90 PROCinitialise 100 ON ERROR IF INNEY-1 OR ERR<>17 REP ORT:PRINT" at line ";ERL:END 110 PROCselect 120 CALL termite 130 END 140 : 740 MOV 720 STA state 740 MOV xi, 750 MOV yi, 750 MOV sta 770 .loop MOV 780 .innerloop 790 ADD tem 800 ADD tem 810 LDRB col 820 ADD tem 730 .loop 740 LDY #0 750 STY addr+1 760 LDX x 770 LSR A 780 ROR xbit 790 ASL A 800 ASL A 810 ROL addr+1 820 ASL A 830 ROL addr+1 70: 80 MODE 2 90 VDU 23,8202;0;0;0; 100 PROCassemble 110 PROCinitialise 120 ON ERROR IF INKEY-1 OR ERR<>17 REP ORT:PRINT at line ";ERL:END 130 PROCeelect 140 CALL termite 150 END cop temp,scrst,y,LSL #8 temp,temp,y,LSL #6 col,[temp,x]! temp2,table,state,LSL #5 data,[temp2,col,LSL #2] data,[temp] 150 DEF PROCinitialise 160 l=ASC"L":r=ASC"R":b=ASC"B":f=ASC"F 82Ø ADD 170 bla=0:red=20:gre=96:blu=134 83Ø LDR 180 yel=red+gre:mag=blu+red:cya=blu+gr e:whi=blu+gre+red 190 tint=3 84Ø STRB 830 ROL addr+1 840 STA addr temp, data, LSR #16 850 MOV 860 MOV 160 : 170 DEF PROCinitialise 200 red+=tint:gre+=tint:yel+=tint 210 blu+=tint:mag+=tint:cya+=tint:whi+ 850 LDA y 870 CMP 880 RSBEQ 890 MOVEQ 900 CMP 910 MOVEQ 920 RSBEQ 930 CMP 940 RSBEQ 950 RSBEQ 960 MOV 970 ADDS 980 ADDMI 170 DEF PROCinitialine 180 f=0:1-lir=-li-b= 190 bla=0:red=1:gre=2:yel=3 200 blu=4:mag=5:cya=6:whi=7 210 A=0:B=1:C=2:D=3 220 E=4:F=5:G=6:H=7 230 end%=-999 240 q%=2 250 m%=0 260 REPEAT 270 BRAD d% temp2,xi,#0 86Ø LSR temp2,xi,#0 xi,yi temp,#ASC"R" temp2,xi xi,yi,#0 temp,#ASC"B" temp2,yi,#0 xi,xi,#0 yi,temp2 xi,xxi :int 220 A=0:B=1:C=2:D=3 230 E=4:F=5:G=6:H=7 240 end%=-9999 250 q%=2 260 m%=0 270 RRPEAT 88Ø LSR 910 AND #7 920 ORA 10%, X 930 CLC 940 ADC addr 950 STA addr 960 LDA hi%, X 970 ADC addr+1 980 STA addr+1 980 LDA (addr), Y 1000 BIT xbit 1010 BIT xbit 28Ø READ d% 290 IF d%<m% AND d%<>end% m%=d% 270 READ d% 280 IF d%<m% AND d%<>end% m%=d% x,x,#320 x,#320 300 q%+=1 310 UNTIL d%=end% 98Ø ADDMI 990 CMP 1000 MOVEQ 290 q%=q%+1 300 UNTIL d%=end% 320 nsy%=-m% 330 ENDPROC x, #0 1010 ADDS 310 nsy%=-m% 320 ENDPROC 1020 MOVMI 1030 CMP 1010 BMI peek2 350 DEF PROCeelect 360 ON y,#250 y,#0 state,const,data,LSR #8 count,count,#1 innerloop "0S_ReadEscapeState" loop pc,link EOUID_screen 1040 MOVEO 340 DEF PROCeelect 1020 LSR A 1040 MOVEQ 1050 AND 1060 SUBS 1070 BNE 1080 SWI 1090 BCC 1100 MOV 370 REPEAT 1030 .peek2 1040 TAX 380 PRINTTAB(0,0); "System (1-"+STR\$nsy 360 PRINTTAB(0,0); "System (1-"+STR\$nsy 1040 TAX 1050 LDA state 1060 ORA peektabk, X 1070 TAX 1090 LDA poketabk, Y 1090 LDA poketabk, Y 1100 STA temp 1110 LDA #6AA 1120 BIT xbit 1130 BMI poke2 1140 LSR A 1150 ASL temp ")"; 370 INPUT SY% 370 INPUT SY%>=1 AND SY%<=nSY% 390 RESTORE 400 REPEAT 410 READ d% 420 UNTIL d%=-SY% 430 READ q% ") "; 390 INPUT sy% 400 UNTIL sy%>=1 AND sy%<=nsy% 410 RESTORE 420 REPEAT 430 READ d% 1110 .ascrst EQUD 1120 .ar 440 UNTIL d%=-sy% 1140 NEXT 450 READ q% 430 READ q% 440 REPEAT 460 WHILE q%>=0 470 READ w%;c%;d%;s% 480 ar!(32*q%+4*w%)=c%+256*s%+65536*d% 490 READ q% 115Ø ENDPROC 440 REPEAT 450 IF q%>=0 READ w%,c%,d%,s%:table!{3 2*q%+4*w%}==0%+62000*s%+610000*d%:READ q% 460 UNTIL q%<0 1170 DATA -1, A,bla,red,l,A, A,red,bla 1150 ASL temp 1160 .poke2 1170 LDY #0 1180 AND (addr),Y r,A 1180 DATA -2, A,bla,gre,1,A, A,gre,bla 500 ENDWHILE 510 OFF 48Ø ENDPROC 480 ENDPROC 490 : 500 DEF PROCABBEMBLE 510 DIM code% &4000 520 x=870 530 y=871 540 dir=672 550 state=873 560 temp=874 570 xbit=475 580 addr=876 590 poketab%=880 1190 DATA B,bla,gre,r,A, B,gre,gre 520 CLS 530 ENDPROC 1190 ORA temp 1200 STA (addr),Y ,r,A 1200 DATA -3, A,bla,mag,r,A, A,mag,blu ,r,A, A,blu,gre,l,A, A,gre,bla,l,A 1210 DATA -4, A,bla,red,b,A, A,red,yel ,r,A, A,yel,gre,f,A, A,gre,bla,l,B 1220 DATA B,bla,gre,b,B, B,gre,yel ,r,B, B,yel,red,f,B, B,red,bla,l,A 1230 DATA -5, A,bla,red,b,A, A,red,yel ,r,A, A,yel,gre,l,A, A,gre,bla,l,B 1210 LDA table+1,X 550 DEF PROCassemble 560 DIM code% &400 570 !code%=149:code%!4=-1 1220 STA state 1230 LDA dir 1240 CLC 1250 ADC table+2,X 1260 STA dir 1270 AND #3 1280 TAX 590 screen=!code% 590 screen=!code% 600 count=0:temp=1:temp2=2 610 table=3:x=4:y=5:xi=6:yi=7 1290 LDA x



1300 CLC 1310 ADC xo,X	520 gp%=p%	120 x%=RND(8)	1230 :
1320 CMP #160	530 p%=32*n%/d%	130 y%=RND(4)	1240 DEF PROCf(f%,i%)
	540 IF p%<>gp% PROCp(f1%,f2%,p%)	140 UNTIL pt%(x%,y%,i%)=0	1250 LOCAL r%,g%,b%
1330 BCC xnotoff	550 CIRCLE FILL x,y,z	150 pt%(x%,y%,i%)=1	1260 b%=f% DIV 9
1340 BNE xisneg	560 NEXT	160 NEXT	1270 f%-=9*b%
1350 LDA #0	570 PROCf(c1%,m%)	170 NEXT	1280 g%=f% DIV 3
1360 BEQ xnotoff \ =JMP	580 CIRCLE FILL x2%,y2%,z	180 RESTORE 1380	1290 f%-=3*g%
1370 .xisneg	590 NEXT	190 FOR n%=0 TO 255	1300 r%=f%
1380 LDA #159	600 ENDPROC	200 READ ct%(n%)	
1390 .xmotoff 1400 STA x	610 :	210 NEXT	1310 f%=r%+4*g%+16*b% 1320 IF i%>=4 f%+=&15:i%=i% MOD 4
1410 LDA y	620 DEF PROCp(c1%,c2%,p%)	220 k%=1000	1330 i%=64*i%
	630 LOCAL n%,m%,k%	230 DIM xa%(k%),ya%(k%),xb%(k%),yb%(k%	1340 GCOL f% TINT i%
1420 CLC	050 VD0 25,1119+1),b%(k%),ca%(k%),cb%(k%)	1350 c%=ct%(f%+i%)
1430 ADC yo,X		240 DIM fx%(k%),fy%(k%),fl%(k%)	1360 ENDPROC
1440 STA Y	660 FOR n%=1 TO 8	250 PROCf(16,0)	1370 :
1450 BIT &FF	670 k%=pt%(n%,m%,p%)	260 RECTANGLE FILL 0,0,1280,300	1380 DATA 0,4,16,20,32,36,48,52,64,68,8
1460 BPL loop	680 VDU k%*c1%+(1-k%)*c2%	270 PROCf(21,7)	Ø,84,96,100,112,116
1470 RTS	690 NEXT	280 RECTANGLE FILL 0,300,1280,724	1390 DATA 8,12,24,28,40,44,56,60,72,76,
1480] 1490 lo%=P%:P%=P%+32	700 NEXT 710 GCOL 80,0 TINT c%	290 FOR n%=500 TO 200 STEP -1	88,92,104,108,120,124
1500 hi%=P%:P%=P%+32	72Ø FOR n%=1 TO 8	300 ma%=RND(n%/4)+8	1400 DATA 128,132,144,148,160,164,176,1
1510 peektab%=P%:P%=P%+128		310 mi%=RND(ma%/2)+4	80,192,196,208,212,224,228,240,244
1520 table=P%	730 SWAP pt%(RND(8),RND(4),p%),pt%(RND	320 PROCf (26,RND(4)+3)	1410 DATA 136,140,152,156,168,172,184,1
	(8),RND(4),p%)	330 ELLIPSE FILL RND(1280),RND(400)+50	88,200,204,216,220,232,236,248,252
1530 NEXT	740 NEXT	0,ma%,mi%	1420 DATA 1,5,17,21,33,37,49,53,65,69,8
1540 FOR 1%=0 TO 31	750 ENDPROC	340 NEXT	1,85,97,101,113,117
1550 a%=&3000+640*i%	760 :	350 GCOL 0 TINT 0	1430 DATA 9,13,25,29,41,45,57,61,73,77,89,93,105,109,121,125
1560 lo%?i%=a% MOD 256	770 DEF PROCf(f%,i%)	360 ct%=0	
1570 hi%?i%=a% DIV 256 1580 NEXT	780 LOCAL r%,g%,b% 790 b%=f% DIV 9	370 ft%=0	1440 DATA 129,133,145,149,161,165,177,1
1590 FOR i%=0 TO 127	800 f%-=9*b%	380 PROCa(640,0,260,RND(27)-1,0,64,1)	81,193,197,209,213,225,229,241,245
1600 i%?peektab%=(i% AND 1)*4+(i% AND 4		390 FOR m%=0 TO 7	1450 DATA 137,141,153,157,169,173,185,1
)*2+(i% AND 16)	810 g%=f% DIV 3	400 FOR n%=1 TO ct%	89,201,205,217,221,233,237,249,253
	820 f%-=3*g%	410 PROC1(xa%(n%),ya%(n%),xb%(n%),yb%(1460 DATA 2,6,18,22,34,38,50,54,66,70,8
1610 NEXT	830 r%=f%	n%),b%(n%),m%,ca%(n%),cb%(n%)) 420 NEXT	2,86,98,102,114,118
1620 FOR 1%=0 TO 7	840 f%=r%+4*g%+16*b%		1470 DATA 10,14,26,30,42,46,58,62,74,78
1630 i%?poketab%=(i% AND 1)+2*(i% AND 2	850 IF i%>=4 f%=f%+&15:i%=i% MOD 4	430 NEXT	,90,94,106,110,122,126
)+4*(i% AND 4)	860 i%=64*i%	440 FOR n%=1 TO ft%	
1640 NEXT	870 GCOL f% TINT i%	450 fc%=RND(27)-1	1480 DATA 130,134,146,150,162,166,178,1
1650 Ixo=600FF0001	880 c%=ct%(f%+i%)		82,194,198,210,214,226,230,242,246
1660 !yo=&0100FF00	890 ENDPROC	460 r%=RND(f1%(n%))+f1%(n%) 470 FOR m%=0 TO 7	1490 DATA 138,142,154,158,170,174,186,1 90,202,206,218,222,234,238,250,254
1670 ENDPROC	900 :	480 d%=r%-r%*m%/7	1500 DATA 3,7,19,23,35,39,51,55,67,71,8 3,87,99,103,115,119
1680 :	910 DATA 0,4,16,20,32,36,48,52,64,68,8	490 PROCf(fc%,m%)	
1690 DATA -1	0,84,96,100,112,116	500 CIRCLE FILL fx%(n%), fy%(n%), d%	1510 DATA 11,15,27,31,43,47,59,63,75,79,91,95,107,111,123,127
1700 DATA A,bla,red,l,A, A,red,bla,r,A	920 DATA 8,12,24,28,40,44,56,60,72,76,	510 NEXT	
1710 DATA -2	88,92,104,108,120,124	520 NEXT	1520 DATA 131,135,147,151,163,167,179,1
1720 DATA A,bla,gre,l,A, A,gre,bla,f,B	930 DATA 128,132,144,148,160,164,176,1	530 END	83,195,199,211,215,227,231,243,247
1730 DATA B,bla,gre,r,A, B,gre,gre,r,A 1740 DATA -3	80,192,196,208,212,224,228,240,244	540 :	1530 DATA 139,143,155,159,171,175,187,1
1750 DATA A, bla, mag, r, A, A, mag, blu, r, A	940 DATA 136,140,152,156,168,172,184,1 88,200,204,216,220,232,236,248,252	550 DEF PROCa(x1%,y1%,z%,c1%,v%,b%,d%) 560 LOCAL x2%,y2%,c2%,zm%,t	91,203,207,219,223,235,239,251,255 Tigting 6 Williams
1760 DATA A,blu,gre,l,A, A,gre,bla,l,A	950 DATA 1,5,17,21,33,37,49,53,65,69,8	570 zm%=z%	Listing 6 – Wierdo
1770 DATA -4	1,85,97,101,113,117	580 IF z%<32 zm%=1.5*z%	
1780 DATA A,bla,red,b,A, A,red,yel,r,A	960 DATA 9,13,25,29,41,45,57,61,73,77,	590 t=RAD(v%)	10 REM >Weirdo (Info6)
1790 DATA A,yel,gre,f,A, A,gre,bla,l,B	89,93,105,109,121,125	600 x2%=x1%+zm%*SIN(t)	20 REM by Jan Vibe
1800 DATA B,bla,gre,b,B, B,gre,yel,r,B	970 DATA 129,133,145,149,161,165,177,1	610 y2%=y1%+zm%*COS(t)	30 REM for 32-bit machines only
1810 DATA B,yel,red,f,B, B,red,bla,l,A	81,193,197,209,213,225,229,241,245	620 c2%=RND(27)-1	40 REM (c) BAU June 1992
1820 DATA -5 1830 DATA A,bla,red,b,A, A,red,yel,r,A	980 DATA 137,141,153,157,169,173,185,1 89,201,205,217,221,233,237,249,253	630 ct%+=1	50 :
1840 DATA A, yel, gre, l, A, A, gre, bla, l, B	990 DATA 2,6,18,22,34,38,50,54,66,70,8	640 xa%(ct%)=x1% 650 ya%(ct%)=y1%	60 MODE 137 70 MODE 9
1850 DATA B,bla,gre,b,B, B,gre,yel,r,B	2,86,98,102,114,118	660 xb%(ct%)=x2%	80 OFF
1860 DATA B,yel,red,l,B, B,red,bla,l,A	1000 DATA 10,14,26,30,42,46,58,62,74,78	670 yb%(ct%)=y2%	90 ORIGIN 640,512
1870 DATA -6	,90,94,106,110,122,126	680 b%(ct%)=b%	100 s1%=1
1880 DATA A,bla,mag,r,A, A,mag,blu,l,A	1010 DATA 130,134,146,150,162,166,178,1	690 ca%(ct%)=c1%	110 s2%=2
1890 DATA A,blu,gre,l,A, A,gre,bla,r,A	82,194,198,210,214,226,230,242,246	700 cb%(ct%)=c2%	120 p%=0
1900 DATA end%	1020 DATA 138,142,154,158,170,174,186,1	710 LINE x1%,y1%,x2%,y2%	130 k%=2
Listing 3 – Lines	90,202,206,218,222,234,238,250,254 1030 DATA 3,7,19,23,35,39,51,55,67,71,8	720 IF z%>=32 THEN	140 DIM a%(k%,4),x%(k%),y%(k%),px%(k%,
10 REM >Lines (Info3)	3,87,99,103,115,119	730 PROCa(x2%,y2%,z%/(1.2+RND(1)*.3),c 2%,v%-30-RND(20),b%/1.5,d%+1)	15),py%(k%,15),z%(15),f(15) 150 FOR n%=1 TO 15
20 REM Dithered lines	1040 DATA 11,15,27,31,43,47,59,63,75,79	740 PROCa(x2%,y2%,z%/(1.2+RND(1)*.3),c	160 COLOUR n%,16*n%,0,2*n%+78
	,91,95,107,111,123,127	2%,v%+30+RND(20),b%/1.5,d%+1)	170 f(n%)=1+(15-n%)/20
30 REM by Jan Vibe	1050 DATA 131,135,147,151,163,167,179,1	750 ELSE	180 NEXT
40 REM for 32-bit machines	83,195,199,211,215,227,231,243,247	760 ft%+=1	190 FOR n%=0 TO 2
50 REM (c) BAU June 1992	1060 DATA 139,143,155,159,171,175,187,1	770 fx%(ft%)=x2%	200 FOR m%=1 TO 5
60 :	91,203,207,219,223,235,239,251,255	780 fy%(ft%)=y2%	210 z%(m%+5*n%)=4*n%+4
70 MODE 15	Listing 4 - GiantECF	790 f1%(ft%)=z%/3	220 NEXT
80 OFF		800 ENDIF	230 NEXT
90 DIM ct%(255),pt%(8,4,32) 100 FOR i%=1 TO 32	10 REM >GiantECF (Info4)	810 ENDPROC 820 :	240 ON ERROR GOTO 600
110 FOR n%=1 TO 1% 120 REPEAT	20 REM by Dave Acton	830 DEF PROC1(x1%,y1%,x2%,y2%,b%,m%,c2	250 REPEAT 260 FOR n%=1 TO k%
130 x%=RND(8)	30 REM for 32-bit machines only	%,c1%)	270 FOR m%=1 TO 4
	40 REM (c) BAU June 1992	840 LOCAL d%,n%,f%,x,y,z,s%,p%,f1%,f2%	280 a%(n%,m%)=RND(5)+3
140 y%=RND(4)	50 :	,gp%	290 NEXT
150 UNTIL pt%(x%,y%,i%)=0	60 MODE 4	850 d%=SQR((x2%-x1%)^2+(y2%-y1%)^2)	300 NEXT
160 pt%(x%,y%,i%)=1	70 PRINT"BAU"	860 dx=(x2%-x1%)/d%	310 FOR n%=1 TO 360
170 NEXT	80 FOR ecf%=0 TO 3	870 dy=(y2%-y1%)/d%	320 WAIT
180 NEXT	90 VDU 23,2+ecf%	880 z=b%-m%*b%/7.5	330 SYS "OS_Byte",112,s1%
190 RESTORE 910	100 FOR y%=0 TO 7	890 s%=z/2	340 SYS "OS_Byte",113,s2%
200 FOR n%=0 TO 255	110 a%=0	900 IF s%<2 s%=2	350 CLS
210 READ ct%(n%)	120 FOR x%=0 TO 7	910 PROCf (c1%, m%)	
220 NEXT 230 :	130 a%+=POINT(ecf%*32+x%*4,1023-4*y%)<	920 f1%=c%	360 SWAP 81%,82% 370 p%=p% MOD 15+1
240 REPEAT	<(7-x%)	930 PROCf(c2%,m%)	380 FOR m%=1 TO k%
	140 NEXT	940 f2%=c%	390 x%(m%)=500*SINRAD(a%(m%,1)*n%)*COS
250 x1%=RND(1180)+50	150 VDU a%	950 IF z>=2 OR m%=0 THEN	RAD(a%(m%, 2)*n%)
260 y1%=RND(924)+50	160 NEXT	960 FOR n%=0 TO d% STEP s%	400 px%(m%, p%) =x%(m%)
270 x2%=RND(1180)+50	170 NEXT	970 x=(n%*x2%+(d%-n%)*x1%)/d%	410 y%(m%)=400*SINRAD(a%(m%,3)*n%)*COS
280 y2%=RND(924)+50	180 FOR test%=1 TO 500	980 y=(n%*y2%+(d%-n%)*y1%)/d%	RAD(a%(m%,4)*n%)
290 b%=RND(73)+7	190 x%=RND(1000)+140	990 gp%=p%	420 py%(m%, p%) =y%(m%)
300 c1%=RND(27)-1	200 y%=RND(600)+140	1000 p%=32*n%/d%	430 NEXT
310 c2%=RND(27)-1 320 PROC1(x1%,y1%,x2%,y2%,b%,c1%,c2%)	210 r%=RND(120)+20 220 GCOL 0,0	1010 IF p%<>gp% PROCp(f1%,f2%,p%)	440 FOR i%=1 TO 15
330 UNTIL FALSE	230 CIRCLE FILL x%, y%, r%+8	1020 CIRCLE FILL x,y,z	450 GCOL 1%
340 :		1030 NEXT	460 FOR m%=1 TO k%
350 DEF PROC1(x1%,y1%,x2%,y2%,b%,c1%,c	240 GCOL 80,0 250 CIRCLE FILL x%, y%, r%	1040 PROCf(c1%,m%) 1050 CIRCLE FILL x2%,y2%,z	470 CIRCLE FILL x%(m%)*i%/15,y%(m%)*i%/15,12*(16-i%)
2%) 360 LOCAL d%,n%,m%,f%,x,y,z,s%,p%,f1%,	260 GCOL 0,1	1060 ENDIF	480 NEXT
	270 CIRCLE x%,y%,r%	1070 ENDPROC	490 NEXT
f2%,gp%	280 NEXT	1080 :	500 FOR m%=1 TO k%
370 d%=SQR((x2%-x1%)^2+(y2%-y1%)^2)	290 END	1090 DEF PROCP(c1%,c2%,p%)	510 FOR i%=1 TO 15
380 dx=(x2%-x1%)/d%	Listing 5 – AlienTree	1100 LOCAL n%, m%, k%	520 GCOL 1%
390 dy=(y2%-y1%)/d%		1110 FOR m%=1 TO 4	530 p1%=(p%+i%-1) MOD 15+1
400 f%=RND(27)-1 410 FOR m%=0 TO 7	10 REM >AlienTree (Info5)	1120 VDU 23,m%+1 1130 FOR n%=1 TO 8	540 CIRCLE FILL px%(m%,p1%)*f(i%),py%(
420 z=b%-m%*b%/7.5	20 REM by Jan Vibe	1140 k%=pt%(n%,m%,p%)	m%,p1%)*f(i%),z%(i%) 550 NEXT
430 9%=z/4	30 REM for 32-bit machines	1150 VDU k%*c1%+(1-k%)*c2%	560 NEXT
440 IF 9%<2 9%=2	40 REM (c) BAU June 1992	1160 NEXT	570 NEXT
450 PROCf(c1%,m%)	50 :	1170 NEXT	580 UNTIL FALSE
460 f1%=c%	60 MODE 15	1180 GCOL 80,0 TINT c%	590 :
470 PROCf(c2%,m%)	70 OFF	1190 FOR n%=1 TO 4	600 SYS "OS_Byte",112,81%
480 f2%=c%	80 DIM ct%(255),pt%(8,4,32)	1200 SWAP pt%(RND(8),RND(4),p%),pt%(RN	610 REPORT
490 FOR n%=0 TO d% STEP s%	90 FOR 1%=1 TO 32	D(8),RND(4),p%)	620 PRINT" at line "STR\$ERL
500 x=(n%*x2%+(d%-n%)*x1%)/d%	100 FOR n%=1 TO 1%	1210 NEXT	630 ON
510 y=(n%*y2%+(d%-n%)*y1%)/d%	110 REPEAT	1220 ENDPROC	640 END
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	7700	040 TDVID (co.) 1 (D1 D4 co.)	2030 MOVEQ R6,R6,LSR #8
Listing 7 – Graph+	7700 : 7710 DEFPROCfit(x0,y0,x1,y1):LOCAL 1%,x	840 LDMFD (sp)!, {R1-R4,pc} 850:	2040 :
10 REM > !RunImage (Graph2)	m,ym,num,denom,xi,yi,m:xm=0:ym=0 7720 FOR I%=1 TO nxy%(gr%):xm=xm+XL(I%)	860 .SWI_Handler 870 LDR wp,[R12]	2060 .ExitInfo
20 REM by Mike Curnow	:ym=ym+YL(1%):NEXT	880 CMP R11,#(eojt-jt)/4	2070 BL UnClaim
41 REM Line and Symbol extensions by	7730 xm=xm/nxy%(gr%):ym=ym/nxy%(gr%)	890 ADDCC pc,pc,R11,LSL #2	2080 :
David Waters	7740 num=0:denom=0:FOR I%=1 TO nxy%(gr%):num=num+(XL(I%)-xm)*(YL(I%)-ym):denom=	900 B Unknown_SWI	2090 LDMFD (sp)!, {R1,R7-R11,pc}
1650 IF bar% THEN PROCEDURE ELSE IF ln%		910 .jt	2100 .TestMask
(gr%)>0 PROCWout(0)	denom+(XL(1%)-xm)*(XL(1%)-xm):NEXT	920 B SWI_Load	2110 EQUD &FFF00000
1671 IF NOT bar% PROCdsymbol	7750 m=num/denom	930 B SWI_Info	2120 .TypeMask
2110 DEFPROCEGraph:LOCAL x,y	7760 REM Find intersections with bounda	940 B SWI_Save	2130 EQUD &000FFF00
2120 x=adx%+xd*xsd:y=ady%+yd*ysd	ries (left, right, bottom, top)	950 .eojt	2140 :
2130 CASE ln%(gr%) OF	7770 xstart=0:ystart=0:xend=0:yend=0 7780 yi=ym+m*(x0-xm):IF yi>=y0 AND yi<=	960 .Unknown_SWI	2150 .SWI_Load
2140 WHEN 0:REM no line		970 ADR RØ,unknown error	2160 ; RO -> filename, [R1=address]
2150 WHEN 1:IF first% THEN PROCPHDr(nxy %(gr%),adx%,ady%,axm%,aym%,-1,0,64,0):PR	y1 THEN xstart=x0:ystart=yi	980 ORRS pc,link,#1<<28	2170 STMFD (sp)!, (R1-R11, link)
	7790 yi=ym+m*(x1-xm)	990 .unknown error	2180 :
OCpthm(x,y):ELSE PROCpthd(x,y):REM segme	7800 IF yi>=y0 AND yi<=y1 THEN	1000 EQUD &1E6	2190 BL OpenFile 2200 BVS ExitLoad
nted line	7810 IF xstart=0 AND ystart=0 THEN xsta	1010 EQUS "Unknown squash operation"	2210 :
2160 WHEN 2:XL(P%)=x:YL(P%)=y:IF P%=nxy	rt=x1:ystart=yi ELSE xend=x1:yend=yi	1020 EQUB 0	
%(gr%):PROCfit(adx%,ady%,axm%,aym%):PROC	7820 ENDIF	1030 ALIGN	2220 LDR R9,[wp,#Input]
phdr(2,adx%,ady%,axm%,aym%,-1,0,64,0):PR	7830 xi=(y0-ym)/m+xm	1040 :	2230 MOVS R4,R1
OCpthm(xstart,ystart):PROCpthd(xend,yend	7840 IF xi>x0 AND xi <x1 7850="" and="" if="" td="" then="" xsta<="" xstart="0" ystart="0"><td>1050 .Exit_Error</td><td>224Ø LDREQ R4,[R9,#8]</td></x1>	1050 .Exit_Error	224Ø LDREQ R4,[R9,#8]
):REM least-squares fit		1060 LDMFD (sp)!,(R1-R11,link)	225Ø:
2161 ENDCASE	rt=xi:ystart=y0 ELSE xend=xi:yend=y0	1070 ORRS pc,link,#1<<28	2260 MOV RØ, #%1000
2950 x\$()="":sym%()=0:ln%()=1	7860 ENDIF	1080 :	2270 MOV R1, #Insize
3721 WHEN "LINE":ln%(gr%)=yd	7870 xi=(y1-ym)/m+xm	1090 .OpenFile	2280 SWI "XSquash_Decompress"
3722 WHEN "SYMBOL":sym%(gr%)=yd	7880 IF xi>x0 AND xi <x1 then="" xend="xi:ye</td"><td>1100 ; R0->file</td><td>2290 MOV R3,R0</td></x1>	1100 ; R0->file	2290 MOV R3,R0
3750 OTHERWISE: Z%=FALSE: n%+=1:IF gr%=0	nd=y1	1110 STMFD (sp)!, (R1-R11, link)	2300 MOV RØ,#6
gr%=1:sym%(1)=sym%(0):ln%(1)=ln%(0)	7890 ENDPROC	1120 :	2310 SWI "XOS_Module"
4720 DEPPROCpgraph:LOCAL x,y	Listing 8 – SquashS	1130 MOV R1,#0	2320 BVS ExitLoad
4721 x=axo%+(xd-xlo)*xs:y=ayo%+(yd-ylo) *ys		1140 STR R1, [wp, #Input] 1150 STR R1, [wp, #Work]	2340 :
4730 CASE ln%(gr%) OF	10 REM >SquashS (Info8)	1160 STR R1, [wp, #Handle]	2350 LDR R5,[R9,#4]
4731 WHEN 0:MOVE x,y:PROCsymbol(sym%(gr	20 REM By Brian Cooke	1170:	2360 MOV R3,#0; (unused, turned in
%),x,y) 4732 WHEN 1:IF first% THEN MOVE x,y:PRO	30 REM For RiscOS 3 only	1180 MOV R1,R0	to bytes)
	40 REM (C) BAU June 1992	1190 MOV R0,#20	2370 MOV R8,#0 ; 0=start
Csymbol(sym%(gr%),x,y) ELSE DRAW x,y:PRO	50 :	1200 SWI "XOS_File"	2380 .DeLoop
Csymbol(sym%(gr%),x,y)	60 ON ERROR CLOSE #0:PRINTREPORT\$;" a	1210 BVS ExitOpen	2390 CMP R3,#0
4733 WHEN 2:MOVE x,y:PROCsymbol(sym%(gr	t line ";ERL:END	1220 CMP RØ,#1	2400 BEQ NoShuffle
%),x,y):XL(P%)=x:YL(P%)=y:IF P%=nxy%(gr%	70 InSize=1024	1230 BEQ IsFile	2410 LDR R1,[wp,#Input]
) PROCfit(axo%,ayo%,axo%+gx%,ayo%+gy%):L	80 OutSize=1024	124Ø :	2420 ADD R2,R1,#InSize
	90 PROCcode	125Ø MOV R2,RØ	2430 SUB R2,R2,R3
INE xstart,ystart,xend,yend 4734 ENDCASE	100 SYS "OS_File", 10, "%. SquashUtil", &F	1260 MOV RØ,#19	2440 MOV R9,R3
6211 DIM sym%(10),ln%(10),XL(Maxdata),Y	FA,,code,0%	1270 SWI "XOS_File"	2450 .shuffle
L(Maxdata),cf(30),sf(30)	110 SYS "OS_Module",11,code,0%-code	1280 B ExitOpen	2460 LDRB RØ,[R2],#1
6212 FOR I%=1 TO 16:cf(I%)=COS(I%*PI/8) :sf(I%)=SIN(I%*PI/8):NEXT	120 END	1290 .SquashHead	2470 STRB RØ, [R1], #1
	130 :	1300 EQUS "SQSH"	2480 SUBS R9, R9, #1
7390 :	140 DEF PROCcode	1310 .SquashType	2490 BNE shuffle
7400 DEFPROCSymbol(n%,x,y):LOCAL s():DI	150 wp_next=0	1320 EQUD &FCA	2500 .NoShuffle
M s(3)	160 Input=FNwp(4)	1330 .IsFile	2510 LDR RØ, [wp, #Input]
7410 s(1)=(gx%+gy%)/200:s(2)=s(1)/1.4:s	170 Work=FNwp(4)	1340 LDR RØ, SquashType	2520 ADD RØ, RØ, R3
(3)=s(1)/1.2	180 InputSize=FNwp(4)	1350 CMP R6, RØ	2530 RSB R1,R3,#InSize
7420 CASE n% OF	190 Handle=FNwp(4)	1360 BEQ IsSquash	2540 BL GetBytes \ (R0=notgot)
7430 WHEN 1:MOVE x-s(1),y-s(1)/SQR(3):D	200 attr=Nwp(4)	1370 :	2550 MOVS R9,R0
	210 FileName=FNwp(4)	1380 .NotSquash	2560 RSB R3,R0,#InSize
RAWBY s(1),s(1)*SQR(3):DRAWBY s(1),-s(1) *SQR(3):DRAWBY -2*s(1),0:MOVEBY s(1),s(1	220 Output=FNwp(4)	1390 ADR RØ, NotSquashErr	2570 :
)/SQR(3)	230 time=FNwp(8)	1400 B Exit_Error	2580 MOV RØ,R8
7440 WHEN 2:RECTANGLE x-s(2),y-s(2),2*s	240 RMA_SIZE=wp_next	1410 .NotSquashErr	2590 ORREQ RØ,RØ,#%10
(2),2*s(2):MOVEBY s(2),s(2)	250 :	1420 EQUD 256	2600 :
7450 WHEN 3:CIRCLE x,y,s(3):MOVEBY -s(3	260 DIM code &8000	1430 EQUS "Not a squashed file"	2610 \ RØ = start OR (continue<<1)
),0	270 wp=12	1440 EQUB 0	2620 LDR R1, [wp, #Work]
7460 WHEN 4:MOVE x-s(1),y-s(1)/SQR(3):D	280 sp=13	1450 ALIGN	2630 LDR R2, [wp, #Input]
RAWBY s(1),s(1)*SQR(3):PLOT81,s(1),-s(1) *SQR(3):MOVE x,y	290 link=14	1460 .IsSquash	2640 \ R3 = bytes (=unused on exit)
	300 pc=15	1470 STR R5,[wp,#attr]	2650 \ R4 = output (updated)
7470 WHEN 5:RECTANGLE FILL x-s(2),y-s(2),2*s(2),2*s(2):MOVE x,y	310 FOR pass=4 TO 6 STEP 2:P%=0:0%=cod	1480 MOV RØ,#6 1490 MOV R3,#InSize	2660 \ R5 = size left (updated) 2670 SWI "XSquash_Decompress"
7480 WHEN 6:CIRCLE FILL x,y,s(3):MOVE x	320 [OPT pass	1500 SWI "XOS_Module"	2680 BLVS UnClaim
	330 EOUD 0	1510 BVS ExitOpen	2690 BVS Exit_Error
7490 ENDCASE	340 EQUD Init_Code	1520 STR R2, [wp, #Input]	2700 :
7500 ENDPROC	350 EQUD Final_Code	1530 :	2710 MOV R8,#1
7510 :	360 EQUD 0	1540 MOV RØ,#&40	2720 :
7520 DEFPROCESymbol:LOCAL x,y,1%,s():DI	370 EQUD Title_String	1550 SWI "XOS_Find"	2730 CMP R9,#0
M s(3)	380 EQUD Help_String	1560 BVS ExitOpen	2740 BEQ DeLoop
7530 d%=0:s(1)=(vx+vy)*180*256/200:s(2)	390 EQUD 0	1570 CMP RØ,#Ø	2750 :
=s(1)/1.4:s(3)=s(1)/1.2	400 EQUD %1101111111111000000	1580 BLEQ UnClaim	2760 .ExitLoad
7540 FOR gr%=1 TO ng%	410 EQUD SWI_Handler	1590 BEQ NotSquash	2770 BL UnClaim
7550 FOR P%=1 TO nxy%(gr%)	420 EQUD SWI_Names	1600 STR RØ, [wp, #Handle]	2780 :
7560 xd=X(d%)-xlo:yd=Y(d%)-ylo:d%+=1	430 EQUD 0	1610 :	2790 LDMFD (sp)!, (R1-R11,pc)
7570 x=adx%+xd*xsd:y=ady%+yd*ysd	440 :	1620 LDR RØ,[wp,#Input]	2800 :
7580 CASE sym%(gr%) OF	450 .Title_String	1630 MOV RI,#20	2810 .GetBytes
7590 WHEN 0:REM no symbols	460 EQUS · "SquashUtils"	1640 BL GetBytes	2820 STMFD (sp)!, (R1-R4, link)
7600 WHEN 1:PROCphdr(4,adx%,ady%,axm%,a	470 EQUB 0	1650 BLVS UnClaim	2830 MOV R3,R1 2840 MOV R2,R0
ym%,-1,0,64,0):PROCpthm(x-s(1),y-s(1)/SQ	480 :	1670 :	2850 LDR R1, [wp, #Handle]
R(3)):PROCpthd(x,y+2*s(1)/SQR(3)):PROCpt	490 .Help_String		2850 MOV R0, #4
hd(x+s(1),y-s(1)/SQR(3)):PROCpthd(x-s(1),y-s(1)/SQR(3)):PROCWout(0):REM open tri	500 EQUS "Squash Utils" 510 EQUB 9	1690 LDR RØ, SquashHead	287Ø SWI "XOS_GBPB"
angles 7610 WHEN 2:PROCphdr(5,adx%,ady%,axm%,a	520 EQUS "0.02 (27 Mar 1992) Brian	1700 LDR R1, [R9,#0]	2880 MOV RØ,R3
	Cooke"	1710 CMP R0,R1	2890 LDMFD (sp)!,(R1-R4,pc)
ym%, -1,0,64,0):PROCpthm(x-s(2),y-s(2)):P	530 EQUB 0	1720 BEQ ExitOpen	2900 :
ROCpthd(x-s(2),y+s(2)):PROCpthd(x+s(2),y	540 ALIGN	1730 :	2910 .UnClaim
+s(2)):PROCpthd(x+s(2),y-s(2)):PROCpthd(550 .SWI_Names	1740 BL UnClaim	2920 STMFD (sp)!, (RØ-R2, link)
x-s(2),y-s(2)):PROCWout(0):REM open squa	560 EQUS "Squashed"	1750 ADR RØ, NOHeaderErr	2930 :
res	570 EQUB 0	1760 B Exit_Error	2940 MOV RØ,#7
7620 WHEN 3:PROCphdr(17,adx%,ady%,axm%,	580 EQUS "Load"	1770 .NoHeaderErr	2950 LDR R2,[wp,#Input]
aym%, -1,0,64,0):PROCpthm(x+s(3),y):FOR I	590 EQUB 0	1780 EQUD 256	2960 CMP R2,#0
%=1 TO 16:PROCpthd(x+s(3)*cf(I%),y+s(3)*	600 EQUS "Info"	1790 EQUS "Unrecognised squash file"	2970 SWINE "XOS_Module"
sf(I%)):NEXT:PROCWout(0):REM open "circl	610 EQUB 0	1800 EQUB Ø 1810 ALIGN	2980 :
es" 7630 WHEN 4:PROCphdr(4,adx%,ady%,axm%,a	620 EQUS "Save" 630 EQUB 0	1820 :	3000 LDR R2, [wp, #Work]
$ym\%, \emptyset, \emptyset, 64, \emptyset)$: PROCpthm(x-s(1),y-s(1)/SQR	640 EQUB 0	1830 .ExitOpen	3010 CMP R2,#0
(3)): PROCpthd(x,y+2*s(1)/SQR(3)): PROCpth	650 :	1840 LDMFD (sp)!, {R1-R11,pc}	3020 SWINE "XOS_Module"
<pre>d(x+s(1),y-s(1)/SQR(3)):PROCpthd(x-s(1),</pre>	660 ALIGN	1850 :	3030 :
y-s(1)/SQR(3)):PROCWout(0):REM filled tr	670 :	1860 .SWI_Info	3040 MOV RØ,#Ø
iangles	680 .Init_Code	1870 ; RØ -> filename	3050 LDR R1, [wp, #Handle]
7640 WHEN 5:PROCphdr(5,adx%,ady%,axm%,a	690 STMFD (sp)!, (R1-R4, link)	1880 STMFD (sp)!, {R1,R7-R11,link}	3060 CMP R1, #0
ym%,0,0,64,0):PROCpthm(x-s(2),y-s(2)):PR	700 MOV RØ,#6	1890 BL OpenFile	3070 SWINE "XOS_Find"
OCpthd(x-s(2),y+s(2)):PROCpthd(x+s(2),y+	710 MOV R3,#RMA_SIZE	1900 BVS ExitInfo	3080 :
s(2)):PROCpthd(x+s(2),y-s(2)):PROCpthd(x	720 SWI "XOS Module"	1910 :	3090 LDMFD (sp)!, (RØ-R2,pc) 3100:
-s(2),y-s(2)):PROCWout(0):REM filled squ	730 BVS no_init	1920 LDR R9, [wp, #Input]	
ares 7650 WHEN 6:PROCphdr(17,adx%,ady%,a	740 STR R2, [R12]	1930 LDR R2, [R9, #8]	3110 .SWI_Save
	750 .no_init	1940 LDR R3, [R9, #12]	3120 ; RØ->filename R1=start R2=end R3-
xm%, aym%, Ø, Ø, 64, Ø): PROCpthm(x+s(3), y):FO	760 LDMFD (sp)!, (R1-R4,pc)	1950 LDR R4, [R9,#4]	>filetype or Ø
R I%=1 TO 16:PROCpthd(x+s(3)*cf(I%),y+s(770 :	1960 LDR R5, [wp,#attr]	3130 STMFD (sp)!,(R1-R11,link)
3)*sf(I%)):NEXT:PROCWout(Ø):REM filled "	780 .Final_Code	1970 LDR R6, TestMask	3140:
circles" 7660 ENDCASE	790 STMFD (sp)!, (R1-R4, link)	1980 AND RØ, R2, R6	3150 SUBS R2,R2,R1
	800 LDR wp, [R12]	1990 CMP RØ, R6.	3160 BGT mem_ok
7670 NEXT	810 MOV RØ,#7	2000 MVNNE R6,#NOT -1	3170 :
7680 NEXT	820 MOV R2,WD	2010 LDREQ R6,TypeMask	3180 ADR RØ, BadSaveErr
7690 ENDPROC	830 SWI "XOS_Module"	2020 ANDEQ R6,R2,R6	3190 B Exit_Error

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```
3200 .BadSaveErr
                                                                                                                                                                                                                  4390 SWINE
                                                                                                                                                                                                                                                                   "XOS Module'
                                                                                                                                                                                                                                                                                                                                                                                                             450 UNTIL FALSE
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              =ABS(i%-n)
                          3210 EQUD
3220 EQUS
                                                                            220 "Bad parameters for *Save"
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            1190 IF k%=4 AND n%(j%)=n%(1%) THE
N 1440 n$=STR$(n%(u%))+o$(k%)+"("+ST
R$(n%(j%))+o$(k%)+STR$(n%(1%))+")
1410 n=EVAL(n$)
1420 IF n<0:INT(n) THEN 1440
1430 IF ABS(i%-n)</td>
        1440 = s<0:1%(1%)
1450 IF ABS(i%-n)</td>
        1450 = s<0:1%(i%)
1450 NEXT</td>

                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 1390
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         IF k%=4 AND n%(j%)=n%(1%) THE
                                                                                                                                                                                                                   4410 MOV
                                                                                                                                                                                                                                                                                                                                                                                                               470 DEF PROCquot
                                                                                                                                                                                                                                                                      RØ.#7
                                                                                                                                                                                                                                                                                                                                                                                                    470 DEF PROCQUOT
489 PROCread
490 q%=INT(t%/n%+0.5)
500 s%=0
510 PRINT
520 IF x%=2 THEN q%=q%-1 ELSE IF x%=3
THEN q%=q%+1
530 IF q%-2 THEN q%="":ENDPROC
540 c$=FNfind(q%)
550 PRINT PROp(c$);
560 ENDPROC
570 :
                           323Ø EOUB
                                                                                                                                                                                                                   442Ø LDR
                                                                                                                                                                                                                                                                      R2, [wp, #Work]
R2, #Ø
                                                                          STR RØ, [wp, #FileName]
R1, [wp, #Input]
R2, [wp, #InputSize]
R3, [wp, #attr]
                                                                                                                                                                                                                   4430 CMP
                          3250 .mem ok STR
                                                                                                                                                                                                                                                                     "XOS_Module"
                                                                                                                                                                                                                   4440 SWINE
                           3260 STR
                                                                                                                                                                                                                   4460 MOV
                                                                                                                                                                                                                 4460 MOV
4470 LDR
4480 CMP
4490 SWINE
4500 :
4510 LDMFD
                                                                                                                                                                                                                                                                    R1, [wp, #Handle]
R1, #Ø
"XOS_Find"
                          328Ø STR
                                                                            R1,#Ø
R1,[wp,#Output]
R1,[wp,#Work]
R1,[wp,#Handle]
                                                                                                                                                                                                                                                                (sp)!, {RØ-R2,pc}
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    1460
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 NEXT
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     1470
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             NEXT
                                                                                                                                                                                                                  4530 ]NEXT
4540 ENDPROC
                                                                                                                                                                                                                                                                                                                                                                                                            580 DEF FNquot2
590 IF c$<>"" THEN PROCdel(c$):=FNop(c
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     148Ø NEXT
                                                                             RØ,#%1000
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           1490 NEXT
1500 IF dx=0 THEN=a$
1510 IF PRNOsc4 OR w%=TRUE THEN 1770
1520 FOR h%=1 TO 4
1530 FOR h%=1 TO 4
1540 FOR g%=1 TO 4
1550 FOR l%=2 TO 6
1550 FOR l%=2 TO 6
1570 FOR l%=2 TO 6
1590 IF l%=U TO 6
1600 IF m%(u)=0 OR m%(j%)=0 OR m%(
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     1490 NEXT
                           336Ø MOV
                                                                                                                                                                                                                  4550 :
4560 DEF FNwp(size)
                                                                               "XSquash_Compress"
                                                                                                                                                                                                                                                                                                                                                                                                             600 =""
                           337Ø SWI
                          338Ø MOV
                                                                                                                                                                                                                 4570 wp_next+=size
4580 =wp_next-size
                                                                                                                                                                                                                                                                                                                                                                                                             610
                                                                                                                                                                                                                                                                                                                                                                                                             620 DEF PROCM1
                           339Ø MOV
                                                                             RØ, #6
                                                                                                                                                                                                                                                                                                                                                                                                           620 DEF PROCM1
630 PROCQUO
640 IF q%>1 THEN PRINT FNOP(STR$(n%)+"
"STR$(EVAL(c$))); :n%=n%*EVAL(c$)
650 IF q%=0 THEN 730
660 IF b%=0 THEN PROC
670 r%=ASS(t%=n%)
680 IF r%=0 THEN 730
680 IF r%=0 THEN 730
690 b$=FRINT(d(r%)
700 IF b$<>"" THEN PRINT FNOP(b$); ELS
730
                                                                            "XOS_Module"
ExitSave
R2,[wp,#Work]
                           3400 SWI
                                                                                                                                                                                                           Listing 9 - CompDemo
                           3410 BVS
                           342Ø STR
                                                                                                                                                                                                          16 REM >CompDemo (Info9)
26 REM By Brian Cooke
36 REM FOR RAGEOS 3 only
46 REM (C) BAU June 1992
50:
60 ON ERROR CLOSE #0:PRINTREPORT$;" a
t line ":FELL:END
76 INFUT"Original file: "in$
86 INFUT"Output file: "out$
96 output size=256
100 STS "05 File",5,in$ To type,,load, exec,length
                         3420 STR
3430 :
3440 MOV
3450 MOV
3460 SWI
3470 BVS
3480 STR
3490 :
3500 MOV
                                                                            RØ,#6
R3,#OutSize
"XOS_Module"
ExitSave
R2,[wp,#Output]
                                                                                                                                                                                                                                                                                                                                                                                                    E 730
710 IF n%st% THEN PRINT FNOp(STR$(n%)+
"-"+STR$(EVAL(b$))); ELSE PRINT FNOp(STR
$(n%)+"+"+STR$(EVAL(b$)));
720 n%=n%+(EVAL(b$)*SGN(t%-n%))
730 IF b%=0 THEN x%=3
740 ENDPROC
                                                                           R1, [wp, #FileName]
R2, SquashType
R4, #Ø
                           351Ø LDR
                           352Ø LDR
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    1620
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                n=EVAL(n$)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                IF n<>INT(n) THEN 1650
IF ABS(i%-n)<d% THEN a$=n$:
                           353Ø MOV
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    1630
                           354Ø MOV
                                                                              R5,#Ø
                                                                                                                                                                                                              exec, length
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             1640 IF ABS(i%-n) d% THEN a$=n$:
d%=ABS(i%-n) = "("+STR$(n%(u%))+o$(k%)+
STR$(n%(j%))+")"+o$(h%)+STR$(n%(i%))+o$(f%)+STR$(n%(i%))
1660 n=EVAL(n$)
1670 IF n-C-INT(n) THEN 1690
1680 IF ABS(i%-n)-d% THEN a$=n$:
d%=ABS(i%-n)-d% THEN a$=n$:
                                                                               "XOS File"
                                                                                                                                                                                                                    110 SYS "Squash_Compress",%1000,length
                           3550 SWI
                                                                                                                                                                                                                    110 SYS "Squash_Compress",%1000,length
for ws_size
120 DIM space length,ws ws_size,output
output_size
130 SYS "OS_File",&FF,in$,space
140 PRINT" input", Status","
Unused"," Packed"," out/in"
150 input=space
160 togo=length
170 start=0
                           3560 BVS
                                                                            ExitSave
                                                                                                                                                                                                                                                                                                                                                                                                             750 :
760 DEF PROCm2
770 FOR 2%=1 TO 3
780 8%=0
790 PRINT
                           3570
                         3570 :
3580 MOV
3590 LDR
3600 SWI
3610 BVS
3620 STR
3630 :
3640 LDR
                                                                             RØ. #&CØ
                                                                            R1, [wp, #FileName]
"XOS_Find"
ExitSave
RØ, [wp, #Handle]
                                                                                                                                                                                                                                                                                                                                                                                                             800 PROCread
810 IF q%<2 OR c$="" THEN 960
820 IF EVAL(c$)<>q% THEN 960
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               d%=ABS(i%-n)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                IF d%=0 THEN n%(u%)=0:n%(j%
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 1690 IF d%=0 THEN n%(u%)=0:n%(j%
=0:n%(1%)=0:n%(0%)=0:j%=6:u%=6:1%=6:0%=
                                                                                                                                                                                                                    160 togo=length
170 start=0
180 SYS "OS_File",11,out$,&FCA,,0,0
190 out=OPENDT(out$)
200 $outputP="SOSH"
210 output!4=length
                                                                             R1, [wp, #attr]
                                                                                                                                                                                                                                                                                                                                                                                                             830 PRINT FNquot2;
840 r%=ABS(t%-EVAL("("+c$+")*"+STR$(n%
                                                                           R1,#0
R2,[wp,#Input]
R3,R2
                          3650 CMP
3660 LDREQ
3670 MOVEQ
3680 BEQ
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               6:k%=4:h%=4:g%=4
1700 NEXT
                                                                                                                                                                                                                                                                                                                                                                                                   NEXT
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            1720 NEXT
1730 NEXT
1740 NEXT
1750 NEXT
1750 NEXT
1760 NEXT
1770 PROCdel(a$)
1780 = a$
1790 :
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    1710
                                                                            writeheader
                                                                                                                                                                                                          210 output[4=length
220 output[8=load
230 output[12=exec
240 output[16=0s
250 SYS *05 GSPB",2,out,output,20
260 packed=0
270 REPEAT
280 SYS *Squash Compress*,start,ws,inp
ut,togo,uutput,output_size TO status,in
put,togo,unused
290 SYS *05 GSPB",2,out,output,output_
size-unused
A66.
3760 h.
3710 BIC
3720 BICS
3730 BEC
3730 BEC
3740 MOV R0,#3.
3750 SWI "XOS.FSL
3750 SWI "XOS.FSL
3760 BVS ExitSave
3770 .22istype
3780 MOV R0,#3
3800 MOV R0,#1
3810 ADD R1, wp,#time]
3800 MOV R0,#1
3810 ADD R1, wp,#time+3
3820 SWI "XOS.MOrd"
38310 LDR R0, [wp,#time+3]
3840 ORR R2,R0,R2,JSL #8
ORR R2,R2,#Ex0F000000
R1, [wp,#time+4]
                                                                             R2. [R1]
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    1800 DEF PROCdel(a$)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             1860 DEF PROCED(a$)
1810 [%=0]
1820 r$=""
1830 i%=i%+1
1840 IF INSTR("()*/+-",MID$(a$,i%,1))=0
THEN r$=r$+ID$(a$,i%,1) ELSE PROCEDOV
e(VAL(x$)):r2=""
1850 IF i%<LEN(a$) THEN 1830
1860 PROCEDOVe(VAL(x$))
1870 ENDPROC
1880 :
                                                                                                                                                                                                           299 SYS "OS GBPS",2,out,output,output

Size-unused

300 packed+=(output_size-unused)

310 PRINT input-space,status,unused,pa

cked,(packed*100) DIV (input-space);"%"

320 Start=1

330 UNTIL status=0

340 CLOSE @out
                                                                                                                                                                                                                                                                                                                                                                                                   930 b5=Nfind(r%):IF b5="THEN 960
940 FRINT FN0p(b5);
950 IF nb:t% THEN PRINT FN0p(STR$(n%)+
"-"+STR$(EVAL(b$)));:n%=n%-EVAL(b$) ELSE
PRINT FN0p(STR$(n%)+"+"+STR$(EVAL(b$)));
:n%=n%+EVAL(b$)
960 IF b%=0 THEN z%=3:x%=3
970 NEXT
980 ENDPROC
990:
1000 DEF FNfind(i%)
1010 d%=1%
1020 a$=""
1030 IF FNNos=0 THEN 1770
1040 FOR u%=2 TO 6
1050 IF ABS(i%-n%(u%))<d% THEN a$=STR$(
n%(u%)):d%=ABS(i%-n%(u%))
1060 IF d%=0 THEN 10(m)=0:u%=6
1070 NEXT
                                                                                                                                                                                                            Listing 10 - CDown
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    1880 :

1890 DEF PROCremove(u%)

1900 FOR j%=1 TO 6

1910 IF n%(j%)=u% THEN n%(j%)=0:j%=6

1920 NEXT

1930 ENDPROC
                         3880 :
3890 .writeheader
3890 .bn R0,55
3910 LDR R1,5
3920 MOV R4,#6
3930 LDR R9,5
3940 STMIA R9,5
3950 MOV R0,#2
3950 HOV Writeheader
                                                                                                                                                                                                                       10 REM >CDown (Info10)
20 REM Countdown numbers game solver
30 REM by Richard May
40 REM for all machines
50 REM (c) BAU June 1992
                                                                           eader
RØ, SquashHead
R1, [wp,#InputSize]
R4,#0
R9, [wp,#Output]
R9, [R0-R4]
R0,#20
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             1950 BEP PROCread
1950 DEP PROCread
1960 POR i%=1 TO 6
1970 n%(i%)=num%(i%)
1980 NEXT
1990 n%=0
2000 u%=0
2010 FOR i%=1 TO 6
2020 IF n%(i%)=u% THEN u%=n%(i%):n%=i%
2030 NEXT
2040 IF u%=n%(i) THEN j%=n%(i):n%=i%
2050 n%=n%(i)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     1940 :
                                                                            WriteBytes
ExitSave
                           3960 BL
3970 BVS
                                                                                                                                                                                                                          80 VDU 23; &400A; 0; 0; 0;
                                                                                                                                                                                                                     90 PROCScreen
100 DIM num%(6)
110 DIM n%(6),o$(4),s$(5,1)
120 FOR i%=1 TO 4
130 READ o$(i%)
                                                                                                                                                                                                                                                                                                                                                                                                          1070 NEXT
                                                                                                                                                                                                                                                                                                                                                                                                    1070 NEXT
1080 IF d%=0 THEN =a$
1090 IF PMnos 2 THEN 1770
1100 FOR k%=1704
1110 FOR k%=2706
1120 FOR j%=2706
1130 IF u%=j% OR n%(u%)=0 OR n%(j%)=0 T
HEN 1190
1140 n$=STR$(n%(u%))+0$(k%)+STR$(n%(j%))
                           3980 :
3990 LDR
                                                                            R1, [wp,#Work]
R2, [wp,#Input]
R3, [wp,#InputSize]
R9,#0
                          4010 LDR
                                                                                                                                                                                                                     130 READ os(1%)
140 NEXT
150 *FX 15,1
160 REPERT
170 CLS
180 PROCinit
190 PRINT"Quick or Full search (q/f)?
                          4020 MOV
                          4030 .Comple
                                                                         RØ, R9
                          4040 MOV
                                                                           RØ,R9
R4,[wp,#Output]
R5,#Outpize
"XSquash_Compress"
Exitsave
R9,R0
RØ,R5,#OutSize
WriteBytes
                          4050 LDR
                         4050 LDR
4060 MOV
4070 SWI
4080 BVS
4090 MOV
4100 RSB
4110 BL
4120 BVS
4130 CMP
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    2070 :
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    2080 DEF FNop(a$)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    2090 LOCAL i%
2100 IF s%=0 THEN FOR i%=1 TO 5:s$(i%,1
                                                                                                                                                                                                                     200 REPEAT
210 a$=GET$
220 UNTIL INSTR("QQFf",a$)>0
                                                                                                                                                                                                                                                                                                                                                                                                         1160 IF n<>INT(n) THEN 1190
1170 IF ABS(i%-n)<d% THEN a$=n$:d%=ABS(
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          ":NEXT
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 2110 IF a$="" THEN =""
2120 IF VAL(a$) =EVAL(a$) AND 8%<5 THEN
                                                                                                                                                                                                                                                                                                                                                                                                          1180 IF d%=0 THEN n%(u%)=0:n%(i%)=0:i%=
                                                                            ExitSave
                                                                                                                                                                                                                     230 PRINTA$'
240 W%=(INSTR("Ff",a$)=0)
                                                                                                                                                                                                                                                                                                                                                                                                     6:u%=6:k%=4
1190 NEXT
1200 NEXT
1210 NEXT
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             2130 FOR i%=1 TO LEN(a$)
2140 IF MID$(a$,i$,1)<>""" THEN PRINTM
ID$(a$,i$,1); BLSE PRINT"X";
2150 NEXT
2150 NEXT
2160 PRINT"="|FVAL(a$)
2170 IF s%=5 THEN ==""
2180 s%=s%+1
2190 s$(s%,1)=a$
2200 IF ASS(t%=EVAL(a$))>=b% THEN ==""
2210 IF ASS(t%=EVAL(a$))>=b% THEN ==""
2210 S%=ASS(t%=EVAL(a$))=a$(i%,0)=a$(i%,0)=a$(i%,1)
2220 FOR i%=1 TO 5
2230 s$(i%,0)=a$(i%,1)
2240 NEXT
2250 tm%=THE
                                                                            R9,#Ø
                          4140 MOVNE
                                                                                                                                                                                                                     250 TIME=0
260 tm%=0
                          4150 BNE
                                                                           CompLoop
                                                                                                                                                                                                                                                                                                                                                                                                   1200 NEXT
1210 NEXT
1220 IF dN=0 THEN =a$
1230 IF Nnosc3 THEN 1770
1240 FOR N%=1TO4
1250 FOR N%=1TO4
1260 FOR 1%=2TO6
1270 FOR U%=2TO6
1280 FOR 1%=2TO6
1280 IF U%=1% OR U%=1% OR 1%=1% TH
EN 1450
1300 IF N*(U%)=0 OR N*(j%)=0 OR N*
(l%)=0 THEN 1450
1310 n%=STR$(N*(U%))+0$(k%)+STR$(N*(j%))+0$(k%)+STR$(N*(j%))+0$(k%)+STR$(N*(j%))+0$(k%)+STR$(N*(j%))+0$(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j%)+O*(j
                                                                                                                                                                                                                    270 PRINT"Computing method:"'
280 FOR x%=1 TO 3
290 PROCm1
                          4170 .ExitSave
4180 BL UnClaimSave
                                                                                                                                                                                                                     230 FNOCM1
300 IF b%=0 THEN x%=3 ELSE PROCM2
310 NEXT
320 6%=5
330 CLS
                           4200 LDMFD (sp)!, (R1-R11, pc)
                          4220 .WriteBytes
                                                                                                                                                                                                            330 CLS
340 PRINT"Nearest method: ";b%;" away.
"'"Time taken: ";
350 t%=tm% DIV 100
360 IF t%-61 THEN PRINT;t%;" second";:
IF t%>1 AND t%-61 THEN PRINT"s" ELSE PRI
                          4230 STMFD
                                                                            (sp)!, (RØ-R3, link)
                         4240 :

4250 MOV

4260 MOV

4270 LDR

4280 LDR

4290 SWI

4300 :

4310 LDMFD

4320 :
                                                                          R3,R0
R0,#2
R1,[wp,#Handle]
R2,[wp,#Output]
"XOS_GBPB"
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 2250 tm%=TIME
2260 =""
                                                                                                                                                                                                           NT 370 IF t%>60 THEN PRINT; t% DIV 60; "."; t% MOD 60; " minutes" 380 PRINT 390 POR 1%=1 TO 5 400 PRINT Phop(s%(i%,0)); 410 NUTURE 10 PRINT Phop(s%(i%,0));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    2270
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    2280 DEF PROCinit
                                                                          (sp)!, (RØ-R3,pc)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    229Ø PRINT
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  2300 FOR 1%=1 TO 6
                                            :
.UnClaimSave
STMFD (sp)!, (RØ-R2, link)
                                                                                                                                                                                                                                                                                                                                                                                                    =ABS(i%-n)
1350 n$="("+STR$(n%(u%))+o$(k%)+ST
R$(n%(j%))+")"+o$(h%)+STR$(n%(1%))
1360 n=EVAL(n$)
1370 IF n<\INT(n) THEN 1390
1380 IF ABS(i%-n)<0% THEN a$=n$:d%
                                                                                                                                                                                                                                                                                                                                                                                                      =ABS(i%-n)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 2310 PRINT"Enter number ";i%;":";
2320 INPUT""num%(i%)
                                                                                                                                                                                                                      420 PRINT'SPC(3); "Press SPACE to conti
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  2330 NEXT
2340 PRINT'"Enter total:";
                                                                            RØ,#7
                          4360 MOV
                                                                                                                                                                                                                    430 *FX 15,1
440 REPEAT UNTIL GET=32
                                                                            R2, [wp, #Output]
R2, #Ø
                         437Ø LDR
438Ø CMP
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  2350 INPUT""t%
2360 b%=t%
```

```
2370 PRINT'
2380 ENDPROC
2410 LOCALI%, u%
2420 FOR u%=2 TO 6
2430 IF n%(u%)>0 THEN i%=i%+1
```

```
2440 NEXT
2450 =1%
2460 :
  2460 :
2470 DEF PROCECTEEN
2480 CLS
2490 VDU 31,0,1,132,157,31,39,1,156,31,
0,2,132,157,147,95
```

```
2500 PRINT STRING$(32,"|")"0 "CHR$156
 2510 FOR i%=3 TO 20
2520 VDU 31,0,i%,132,157,147,255,135,3
1,35,i%,147,255,32,32,156
2540 VDU 31,0,22,132,157,31,39,22,156,3
1,0,21,132,157,147,34
```

```
2550 PRINT STRING$(32,"/");"! ";CHR$15
2560 VDU 28,5,19,34,4
2570 ENDPROC
2590 DATA +,-,*,/
```

ARM PROGRAMMING

Listing 1 10 REM >ARM1 (ArmProg1) 20 REM By Dave Lawrence 30 REM For 32 bit machines 40 REM (C) BAU June 1992 50 : 60 DIM code 100 70 link=14 90 FOR pass=0 TO 2 STEP 2

```
100 P%=code
100 P%=code
110 [OPT pass
120 .shifttest
130 MOV
140 RSB
150 RSB
160 MOV
                                   RØ,#2
R1,RØ,RØ,LSL #5
RØ,R1,RØ,LSL #8
RØ,RØ,LSL #4
                     MOV
                                   pc, link
18Ø INEXT
190 PRINT "Press SPACE to run code";
210 PRINT '"RØ=";USR(shifttest)
```

Listing 2

10 REM >ARM2 (ArmProg2) 20 REM By Dave Lawrence 30 REM For 32 bit machines 40 REM (C) BAU June 1992 60 DIM code 100 80 pc=15 90 FOR pass=0 TO 2 STEP 2 100 P%=code

```
110 [OPT pass
120 .extend
130 M
1 8 bit
                MOV
                           RØ, #256 -12 ; -12
                           RØ, RØ, LSL #24
RØ, RØ, ASR #24
150
                MOV
                           pc, link
170 ]NEXT
180 PRINT "Press SPACE to run code";
200 PRINT '"RO=":USR(extend)
```

WIRED FOR SOUND

```
Listing 1 - Wave
      10 REM > WaveGen1 (Sound1)
20 REM by David Radford
30 REM for Arc only
40 REM (c) BAU May 1992
50:
60 maxlength%=320*4
70 length%=160
80 DIM buffer% maxlength%*256
90 DIM tbl% 256,tbl% 256
100 same%=TRUE:shaded%=FALSE
110 samplerate%=24
       110 samplerate%=24
120 *AUDIO ON
       130 MODE 12:OFF
       140 COLOUR 5,7
150 COLOUR 6,4
160 *POINTER 1
      160 *POINTER 1
170 PROCINITODE
180 PROCdrawscreen
190 PROCdrawbuttons
200 quit%=FALSE
210 REPEAT
220 REPEAT
230 MOUSE x%,y%,b%
240 UNTIL b%=0
250 REPEAT
250 MOUSE x%,y%,b%
       260 MOUSE x%,y%,b%
270 UNTIL b%<>0
```

```
280 i%=FNicon(x%,y%)
290 IF i%<14 AND shaded% THEN i%=-1
        300 CASE 1% OF
310 WHEN 0:PROCeditwave(tb1%,688)
320 WHEN 1:PROCeditwave(tb2%,352)
330 WHEN 2,3,4,5,6:PROCsetwave(tb1%,i%
330 WHEN 2,3,4,5,6:PROCsetwave(tb1%,1%-2,688)
340 WHEN 7,8,9,10,11:PROCsetwave(tb2%,1%-7,352)
350 WHEN 12:PROCalterlength(-1,1020)
360 WHEN 13:PROCalterlength(1,1172)
370 WHEN 14:PROCp192
380 WHEN 15:PROCave
390 WHEN 15:PROCave
        390 WHEN 16:PROCload
400 WHEN 17:PROCcommand
410 WHEN 18:MODE12:quit%=TRUE
420 WHEN 19:PROCnewsound
        430 ENDCASE
        440 UNTIL quit%
        450 END
450 END
460:
470 DEF PROCdrawscreen
480 RESTORE +0
490 REFEAT
500 READ xmin%, ymin%, xmax%, ymax%, a$
510 IF a$<*"end" AND ymin%>=300 THEN
520 GCOL 0, 6
530 IF a$<*"", THEN RECTANGLE FILL xmin
%+2, ymin%+4, xmax%-4, ymax%-12
540 GCOL 0, 5
550 RECTANGLE xmin%, ymin%, xmax%-2, ymax
%-4
        560 x%=xmin%+xmax%/2-LEN(a$)*8
       570 y%=ymin%+ymax%/2+14
580 MOVE x%,y%:PRINTCHR$5;a$;CHR$4;:OF
F
590 ENDIP
600 UNTIL a$="end"
610 GCOL 0,5
620 MOVE 1668,720:PRINTCHR$5;"Length:"
;CHR$4;:OFF
610 a$=STR$1ength%:a$=STRING$(4-LENa$,
CHR$32)+a$
640 COLOUR 5:PRINTTAB(68, 12);a$;
650 PROCaetwave(tbl%,0,680)
660 PROCaetwave(tbl%,0,6352)
670 ENDPROC
680:
        690 DEF PROCdrawbuttons
        71Ø REPEAT
        710 READ xmin%, ymin%, xmax%, ymax%, a$
730 IF a$<>"end" AND ymin%<300 THEN
740 GCOL 0,4
750 RECTANGLE FILL xmin%+2, ymin%+4, xma
```

x%-4,ymax%-12 760 GCOL 0,7

```
770 RECTANGLE xmin%, ymin%, xmax%-2, ymax
       780 x%=xmin%+xmax%/2-LEN(a$)*8
      790 y%=ymin%+ymax%/2+14
800 MOVE x%,y%:PRINTCHR$5;a$;CHR$4;:OF
     810 ENDIF
820 UNTIL a$="end"
830 ENDPROC
840:
850 DEF FNicon(x%,y%)
860 RESTORE +0:1%=-1:1%=0
       870 REPEAT
870 REPEAT
880 READ xmin%, ymin%, xmax%, ymax%, a$
890 IF x%>=xmin% AND x%<xmax%+xmin% AN
D y%>=ymin% AND y%<ymax%+ymin% THEN i%=j
    900 j%+=1
910 UNTIL a$="end" OR i%<>-1
920 =1%
930 :
940 DATA 32,688,258*2,67*4,""
950 DATA 32,352,258*2,67*4,""
960 DATA 700,900,250,56,"Clear"
970 DATA 700,848,250,56,"Sine wave"
980 DATA 700,796,250,56,"Triangle wave
  990 DATA 700,744,250,56,"Square wave"
1000 DATA 700,692,250,56,"Saw-tooth wav
  1010 DATA 700,564,250,56,"Clear"
1020 DATA 700,512,250,56,"Sine wave"
1030 DATA 700,460,250,56,"Triangle wave
   1040 DATA 700,408,250,56,"Square wave"
1050 DATA 700,356,250,56,"Saw-tooth wav
  9"
1060 DATA 1020,600,48,48,"<"
1070 DATA 1172,600,48,48,";"
1080 DATA 0,188,240,56,"Play sound"
1090 DATA 240,188,240,56,"Save sound"
1100 DATA 720,188,80,56,"*"
1120 DATA 800,188,240,55,"Quit"
1130 DATA 1040,183,240,56,"Out"
1130 DATA 0,0,0,0,"emd"
   1150:
1160 DEF PROCalterlength(d%,x%)
1170 TIME=0:length%+=d%
1170 TIME-0:length%+=d%
1180 REPEAT
1190 MOUSE a%,b%,c%
1200 IF TIME>30 AND (TIME MODIO)<2 THEN
1200 IF TIME>30 AND (TIME MODIO)<2 THEN
1210 IF length%>2 THEN length%>2
1210 IF length%>2 THEN length%>2
1220 IF length%>maxlength% THEN length%
=maxlength%
1230 a%=STR$length%:a%=STRING$(4-LENa$, CRE$32)+a6.
CHR$32)+a$
1240 COLOUR 5:WAIT:PRINTTAB(68,12);a$;
    1250 UNTIL a%<x% OR a%>=x%+48 OR b%<600
OR b%>=600+48 OR c%=0
    1260 recalc%=TRUE
1270 ENDPROC
  1280 :
1290 DEF PROCemallwindow
1390 COLOUR 7:VDU 28,0,31,79,24,12
1310 COLOUR 5,128,128,128
1320 COLOUR 6,0,0,128
1330 COLOUR 1,128,0,0
1340 MOUSE OFF
1350 ENDPROC
1360 :
1370 DEF PROCfullwindow
1380 VDU 12,28.8.31.79
   1360 :
1370 DEF PROCFullwindow
1380 VDU 12,28,0,31,79,0
1390 IF NOT shaded% THEN
1400 COLOUR 5,7
    1410 COLOUR 6,4
    1420 COLOUR 1,1
1430 ELSE
    1440 COLOUR 5,0
1450 COLOUR 6,0
1460 COLOUR 1,0
```

1470 ENDIF 148Ø MOUSE ON 1490 PROCdrawbuttons

1500 ENDPROC 1520 DEF PROCcommand

```
1530 LOCAL ERROR
1540 PROCSmallwindow
1550 ON ERROR LOCAL PRINT'REPORT$;" (Er
or &", "ERR;")"
1560 REPEAT
1570 INPUT"*"a$
1580 OSCLI(a$)
1590 UNTIL a$=""
1600 PROCfullwindow
1610 ENDPROC
1620 :
       1630 DEF PROCrecalo
      1640 IF recalc%=FALSE THEN ENDPROC
1650 recalc%=FALSE
1660 A%=length%
 1660 A%=longth%
1670 B%=tb%;(C%=tb2%
1680 IF same% THEN C%=B%
1690 CALL calesamp
1700 ENDPROC
1710:
1720 DEF PROCsetwave(data%,type%,y%)
1730 IF data%=tb2% AND type%=0 THEN same%=TRUR ELSE IF data%=tb2% THEN same%=FA
LEE
1740 a%=0:b%=2:FOR T%=0 TO 255
1750 CASE type% OF
     1750 CASE type% OF
1760 WHEN 0:data%:T%=0
1770 WHEN 1:data%:T%=127*SIN(RAD(T%/256
      1780 WHEN 2:data%?T%=a%:a%+=b%:IF a%>=1
 1760 WHEN 2:data%?T%=a%:a%+b%:IF a%>=1
26 OR a%-c=127 THEN b%=b%
1790 WHEN 3:IF T%-128 THEN data%?T%=127
ELSE data%?T%=128
1800 WHEN 4:data%T%=a%:a%+=1
1810 ENDCASE
1820 NET
1830 GCOL 0,0
1840 RECTANGLE FILL 34,y%+4,255*2,64*4
1850 GCOL 0,1
1860 LINE 34,y%+67*2,34*258*2-6,y%+67*2
1870 GCOL 0,5
1880 A%=32:B%=y%:C%=data%:CALL drawwave
1890 recalc%=TRUE
       1890 recalc%=TRUE
1900 ENDPROC
      1910
       1920 DEF PROCPLAY
     1930 PROCrecalc
1940 Isamplerate=samplerate%
1950 Isourceptr=buffer%
1960 IF shaded% THEN Isourcelen=length%
ELSE Isourcelen=length%*256
1970 CALL playback
1980 ENDPROC
1990 .
     1998 :
2008 DEP PROCEditwave(data%,y%)
2018 IF data%=tb2% THEN same%=FALSE
2020 Ak=32:B%=y%:C%=data%
2030 MOUSE RECTANCE 34,y%+4,255*2,66*4
2040 mousex%=-1:mousey%=-1:olde%=-1
2050 REPEAT
      2060 REPEAT
```

```
2250 WHILE K%=0:j%+=SGN(y2%-y1%):k%=k%
-2*(c2%-c1%):ENDMHILE
2260 k%=k4:2*MSE(y2%-y1%):NEXT
2270 ENDIF
2280 IF c1%=0 THEN x1%=a%
2290 IF c2%-255 THEN x2%=a%
2300 GCOL 0,0:RECTANGLE FILL x1%,y%+4,x
2%-x1%,255
2310 GCOL 0,1:LINE x1%,y%+4+120,x2%,y%+
4+128
          2320 GCOL Ø,5:CALL drawwave
          2330 UNTIL c%=0
2340 MOUSE RECTANGLE 0,0,1279,1023
             2350 recalc%=TRUE
  2360 ENDPROC
2370:
2378: DEP PROCINITODE
2379: DIN CODE*2046
2400 FOR PASS=0 TO 2 STEP 2
2410 PFR PASS=0 TO 2 STEP 2
2410 PFR PASS=0**
2420 IOPT PASS
2430 .drawwave
2440 MOV R5, R0
2450 MOV R6, R1
2460 MOV R7, R2
2470 MOV R0, #4
2480 ADD R1, R5, #2
2470 MOV R0, #4
2480 ADD R1, R5, #2
2470 MOV R0, #4
2480 ADD R2, R2, #128
2510 ADD R2, R2, #4
2520 ADD R2, R2, #4
2520 ADD R2, R2, #4
2520 MOV R0, #5
2550 MOV R0, #5
2550 ADD R1, R1, #2
2580 LDEB R2, [R7], #1
2590 EOR R2, R2, #128
2600 ADD R2, R2, #4
2610 ADD R2, R2, #6
2620 SMI "OS_Plot"
2630 SUBS R0, R8, #1
2640 BNE drawaveloop
2630 SUBS R0, R8, #1
2640 BNE drawaveloop
2630 SUBS R0, R8, #1
2640 BNE drawaveloop
2650 MOV R0, R5
2650 SMI "OS_Plot"
2630 SUBS R0, R8, #1
2640 BNE drawaveloop
2650 MOV R0, R9, R8, R8, #1
2640 BNE drawaveloop
2650 MOV R0, R2, R2, R6
2650 MOV R0, R2, R2, R6
2650 MOV R0, R8, R8, #1
          236Ø ENDPROC
          2640 BNE drawwaveloop
          265Ø MOV PC,R14
  2650 MOV PC,R14
2660:
2670 .mainbufferptr EQUD buffer%
2688:
2690 .calcsamp
2700 SUB R0,R0,#1
2710 MOV R3,#255
2720 .calcsamploop1
2730 LDR R4,mainbufferptr
2740 ADD R4,R4,R3
2750 MOV R5,R0
2760 LDRB R6,[R2,R3]
2770 EOR R6,R6,#128
2780 LDRB R7,[R1,R3]
2790 EOR R6,R6,#128
2780 SUBS R8,R6,R7
2810 SUBMI R8,R7,R6
2820 MOVPL R9,#1
2830 MVNMI R9,#0
2840 MOVPL R9,#0
2850 RS R11,R0,R8,LSL #1
2860 :
2870 .calcsamploop2
2880 EOR R10,R7,R5,LSL #1
2860 :
        2860 :
2870 .calcsamploop2
2880 EOR R10,R7,#128
2890 STRB R10,(R4),#256
2900 CMP R11,#0
2910 BLT skipcalcsamploop3
  2906 CMF RII, #80
2916 BLT #sipcalcsamploop3
2920 .calcsamploop3
2930 ADD R7, #7, R9
2940 SUB RII, RII, R0, LSL #1
2950 CMP RII, #0
2950 EMP RII, #0
2950 EMP RII, #0
2950 BGE calcsamploop3
2970 .skipcalcsamploop3
2970 .skipcalcsamploop3
2970 .skipcalcsamploop3
2970 RII, RII, R0, LSL #1
2990 SUBS R5, R5, #1
3000 BNE calcsamploop2
3010 LDRB R10, [R2, R3]
3060 BNE calcsamploop2
3010 LDRB R10, [R4]
3013 SUBS R3, R3, #1
3040 BPL calcsamploop1
3050 MOV PC, R14
3060 :
3070 .playback
3080 STMFD R131, (R14)
3090 LDR R0, sourceptr
```



```
* 3100 LDR R1, sourcelen
3110 ADD R1, R0, R1
3120 STR R1, sourceend
3130 MOV R0, #0
3140 STR R8, sourceend
3130 MOV R0, #0
3140 STR R8, finished
3150 MOV R0, #1
3160 MOV R1, #0
3170 LDR R2, samplerate
3180 MOV R3, #0
3190 MOV R4, #0
3190 MOV R4, #0
3210 ADR R5, Oldconfigure"
3210 ADR R5, Oldconfig
3210 STR R8, Coptr
3220 STM R8, [R3, #8]
3240 STR R8, logptr
3250 ADR R8, [R3, #8]
3240 STR R8, logptr
3250 MOV R1, #0
3260 MOV R1, #0
3270 SWI "Sound InstallVoice"
3360 SWIEQ "OS_GenerateError"
3310 SWI "Sound_AttachVoice"
3340 BVS exit
3350 SWI "XSound_AttachVoice"
3340 BVS exit
3350 STR R1, voiceslot
3360 BEQ exit
3370 STR R1, oldslot
3380 MOV R0, #1
3390 MOV R0, #1
3390 MOV R0, #1
3390 MOV R0, #1
3400 BVS STR R1, oldslot
3360 BEQ exit
3370 STR R1, oldslot
3480 TSQ R8, #0
3491 "XSound_Control"
3440 NOV R3, #100
3440 SWI "XSound_Control"
3450 SWI "XSOund_Control"
3460 BCS exit
3470 LDR R0, finished
3460 ECS exit
3470 LDR R0, finished
3480 TEQ R0, #0
3490 BEQ playloop
                                                                                                                                                                                                                                                                                                                                                                                                           4080 (OPT PASS

4090 CMP R4,R5

4100 BGE endofsample

4110 LDRB R0, [R4],#1

4120 LDRB R0, [R3,R0,LSL #5]

4130 STRB R0, [R12],R11

4140 NEXT

4150 (OPT PASS

4160 CMP R12,R10

4170 BUT fillbuffer

4190 MOV R0,#8

4200 LDMPD R131, (PC)

4210 :
                                                                                                                                                                                                                                                                                                                                                                                                           4200 LDMFD R13!, {PC}
4210: endofsample
4220 .endofsample
4230 MOV R0,#0
4240 .endofsampleloop
4250 STRB R0, [R12], R11
4260 CMP R12, R10
4270 BLT endofsampleloop
4280 STR R4, sourceptr
4290 STR R4, finished
4300 MOV R0,#2
4310 LDMFD R13!, {PC}
4320:
                                                                                                                                                                                                                                                                                                                                                                                                           4310 LDMRD R131, (PC)
4320:
4330 .logptr EQUD 0
4340 .sourceptr EQUD buffer%
4350 .sourceent EQUD 0
4360 .sourcelen EQUD maxlength%*256
4370 .finished EQUD 0
4380 .samplerate EQUD 0
4390 |NEXT
4400 EXDEPROC
4410:
4420 DEF PROCnewsound
4430 COLOUR 5,7
4440 COLOUR 6,4
4450 Shaded%*PALSE
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              %0
5200 ok%=FALSE
                                                                                                                                                                                                                                                                                                                                                                                                                  4460 shaded%=FALSE
             3480 TEQ RØ, #Ø
3490 BEQ playloop
      3490 BEQ playloop

3500:

3500:

3510 .exit

3520 ADR R5,oldconfig

3530 LDMIA R5,(R0,R2)

3540 MOV R1,#0

3550 MOV R3,#0

3550 MOV R4,#0

3570 SMI "XSOUND Configure"

3580 LDR R1,oldmloc

3590 MOV R0,#1

3600 SMI "XSOUND_AttachVoice"

3610 LDR R1,voiceslot

3620 SMI "XSOUND_REMOVEVOICE"

3630 MOV R0,#12

3630 MOV R0,#12

3640 SMI "OS_Byte"

3640 SMI "OS_Byte"

3660 LDMFD R131,(PC)

3660 :
                                                                                                                                                                                                                                                                                                                                                                                                                  4470 length%=160
                                                                                                                                                                                                                                                                                                                                                                                                                4480 samplerate%=24
4490 recalc%=TRUE:PROCdrawscreen
4500 ENDPROC
                                                                                                                                                                                                                                                                                                                                                                                                                  4510
                                                                                                                                                                                                                                                                                                                                                                                                                4510 :

4520 DEF PROCShade

4530 shaded%=TRUE

4540 COLOUR 5,0

4550 COLOUR 6,0

4560 COLOUR 1,0

4570 recalc%=FALSE

4580 ENDPROC

4590 :
                                                                                                                                                                                                                                                                                                                                                                                                                  4590 :
4600 DEF PROCload
                                                                                                                                                                                                                                                                                                                                                                                                                  4610 LOCAL ERROR
4620 PROCsmallwindow
                                                                                                                                                                                                                                                                                                                                                                                                         *550 X*=0
4640 ON ERROR LOCAL PRINT'REPORT$;" (Er
for E", "ERR;")":IF X*<>0 THEN CLOSE#X*:X
%=0
                3660
           3670 .error EQUD 0
3680 EQUS "Unable to install voice gene
         3688 EQUS "Unable to irrator"
3690 EQUB 0
3700 ALIGN
3710:
3720 oldconfig
3730 EQUD 0
3740 EQUD 0
3750 voiceslot EQUD 0
3750 voiceslot EQUD 0
3760 oldslot EQUD 0
                                                                                                                                                                                                                                                                                                                                                                                                                \=0
4659 Ok%=FALSE
4669 RPPEAT
4670 INPUT "Enter filename: "f$
4680 IF f$<>=" THEN
4690 X=OPENINf$
4700 IF X=OPENINf$
file" ELSE PROCloadfile
4710 FINES
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         90 IOPT PASS
                                                                                                                                                                                                                                                                                                                                                                                                                  4710 ENDIF
4720 UNTIL ok% OR f$=""
4730 PROCfullwindow
4740 ENDPROC
         3770 :
3780 :
3780 :
3780 voice
3790 B fill
3800 B fill
3810 B fill
3820 B gatcoff
3830 LDMFD R131, (FC)
3840 LDMFD R131, (FC)
3850 LDMFD R131, (FC)
3850 LDMFD R131, (FC)
3850 LDMFD T131, (FC)
3850 LDMFD T131, (FC)
3850 LDMFD T131, (FC)
3850 EQUB TestVoice*
3890 EQUB 8:ALIGN
3990 EQUB 8:ALIGN
             3770 :
                                                                                                                                                                                                                                                                                                                                                                                                       4759: 4760 DEP PROCloadfile
4776 IP EXT#X%-1>maxlength%*256 THEN PR
INT"*Not enough memory for this sample":
CLOSE#X%:X=0:ENDPROC
4780 shaded%=PALSE
4790 length%=160
4800 samplerate%=24
4810 j%=VPOS:VDU28,0,31,79,0
4820 recalc%=TRUE:PROCdrawscreen
4830 vDU 28,0,31,79,24,31,0,j%
4840 samplerate%=BGET#X%
4850 length%=EXT#X%-1
4860 SYS "OS_GBPB",4,X%,buffer%,EXT#X%-1
         3890 EQUE 0:ALIGN
3900:
3900:
3910:gateoff
3920 MOV R0,#0
3930:gateoffloop
3940 STRB R0,[R12],R11
3950 STRB R0,[R12],R11
3950 STRB R0,[R12],R11
3960 STRB R0,[R12],R11
3960 MP R12,R10
3990 MP R12,R10
3990 MV R0,#1
4010 LDMFD R131,{PC}
4020:
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4870 CLOSE#X%:X%=0
4880 IF (length% MOD256)<>0 OR samplera
te%<>24 THEN PROCShade ELSE PROCloadtabl
                                                                                                                                                                                                                                                                                                                                                                                                           tews-44 THEN PROCESSAGE ELSE PROCESSAGES
4890 ok%=TRUE
4990 ENDPROC
4910:
4920 DEF PROCLoadtables
4930 length%=length% DIV 256
4940 A%=buffer%:B%=buffer%+length%*256-256
                                                                                                                                                                                                                                                                                                                                                                                                         256
4950 FOR T%=0 TO 255:tb1%?T%=A%?T%:tb2%
?T%=B%T%:NEXT
4960 A%=0:FOR T%=0 TO 255
```

```
4970 IF tb2%?T%=0 THEN A%+=1
4980 NEXT
4990 IF A%=255 THEN same%=TRUE ELSE sam
e%=PALSE
5000 a%=STR51ength%:a%=STRING$(4-LENA$,
CRR$32)+a%
5010 y%=vPOS:VDU 28,0,31,79,0:COLOUR 5;
PRINTAB(68,12);a%;
5020 VDU 28,0,31,79,24,31,0,y%:C%=tb2%
5030 FOR y%=352 TO 668 STEP 688-352
5040 GCOL 0,0
5055 RECTANGLE FILL 34,y%+4,255*2,64*4
5060 GCOL 0,1
   5050 RECTANGLE FILL 34, y%+4,255*2,64*4
5060 GCU 0,1
5070 LINE 34, y%+67*2,34*258*2-6, y%+67*2
5080 GCOL 0,5
5090 A%=32;1%=y%;CALL drawwave;C%=tbl%
5100 NEXT
5110 ENDPROC
5130 :
5140 DEF PROCSave
5150 LOCAL ERROR
5150 LOCAL ERROR
5160 IF shaded% THEN ENDPROC
5170 PROCSamallwindow
5180 X%=0
5190 ON ERROR LOCAL PRINT'REPORT$;" (Er
  5190 X = 0
5190 ON ERROR LOCAL PRINT'REPORT$;" (Er
ror &";"ERR;")":IF X << > 0 THEN CLOSE#X%:X
   5200 OK%=FALSE
5210 REFEAT
5220 INFUT "Enter filename: "f$
5230 IF f$<>"" THEN
5240 X=OFENOUTf$
5250 IF X%=0 THEN
5260 PRINT" "Dable to open file"
5270 ELSE
5280 PROCreal
5280 PROCreal
      5290 BPUT #X%, samplerate%
5300 SYS "OS_GBPB", 2, X%, buffer%, length%
   *256
5310 CLOSE#X%:X%=0
5320 SYS "OS File",18,f$,&D3C
5330 ok%=TRUE
5340 ENDIF
5350 ENDIF
5350 UNFIL ok% OR f$=""
5370 FROCfullwindow
5380 ENDPROC
 Listing 2 - Echo
```

```
10 REM > Echo (Sound2)
20 REM by David Radford
30 REM for Arc only
40 REM (c) BAU May 1992
                                       60 DIM code% 4096
70 FOR PASS=0 TO 2 STEP 2
             99 [OPT PASS : 1 | 100 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 | 101 |
190 CMP R3,#0
200 MOVIE PC,R14
210 MOV R9,#0
220 MOV R9,#0
220 WOV R9,#0
230 .wipebuffer
240 STR R0,[R4],#4
250 SUBS R9,R9,#4
260 BME wipebuffer
270 ADD R5,R8,R5
280 MOV R4,R8
290 RSB R11,R6,#128
300 RSB R12,R1,#128
310 .echoloop
320 LDRB R9,[R2]
330 MOV R9,R9,LSL #24
430 MOV R9,R9,LSL #24
430 MOV R9,R9,RSR #24
350 MUL R10,R9,R1
360 LDR R0,[R4]
370 MLA R10,R9,R6,R10
380 MOV R10,R10,ASR #7
390 STRB R10,[R2],#1
400 MUL R10,R1,R10
410 MLA R0,R12,R0,R10
420 MOV R0,R4,R5
430 STR R0,[R4],#4
440 CMP R4,R5
450 MOVGE R4,R8
450 MOVGE R4,R8
450 MOV PC,R14
                   200 MOVLE PC.R14
```

```
490:
500 | NEXT
510:
510:
520 | INPUT "Source filename: "f$
530 SYS "0S_File",5,f$ TO A%,,,,D%
540 | IF Ak<)1 | THEN D%+4
550 | IF (D% MOD 256)=1 | THEN D%+1
550 | DIM C% D%
570 C%(D%-1)=0
580 SYS "0S_File",255,f$,C%,0
590 | INPUT "Echo delay (in kilobytes):
delay
    590 inc."
delay
600 Fk=delay*1024*4
610 DIM E% F%
620 INPUT "Percentage of echo in outpu
620 INPUT "Percentage of echo in output: "Pk
630 Gs=Pk*128/100
640 INPUT "Percentage of output to ech
0: "Pk
650 E%=Pk*128/100
660 C%+s1:D%-s1
670 CALL echo
680 C%-s1:D%+s1
690 INPUT "Destination filename (or RE
TURN for same): "d$
700 IF d$="" THEN d$=f$
710 STS "OS_File", 10,d$,&D3C,,C%,C%+D%
720 END
```

Listing 3 - Fuzz

```
10 REM > Fuzz (Sound3)
20 REM by David Radford
30 REM for Arc only
40 REM (c) BAU May 1992
50 :
60 DIM code% 4096
70 FOR PASS=0 TO 2 STEP 2
80 P%scode%
                                               80 P%=code%
90 [OPT PASS
              99 (OPT PASS 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 : 100 :
                                100
                                380 .scalevolume
390 LDRB R6, [R0]
                                400 EOR R6,R6,#128
410 CMP R6,R7
                                420 MOVGT R6,R7
430 CMP R6,R3
                         430 CMP R6,R3
440 MOVLT R6,R3
450 EOR R6,R6,#128
460 STRR R6,[R0],#1
470 CMP R0,R1
490 MOVGE PC,R14
490 SUBS R4,R4,#1
500 BNE scalevolume
510 B measurevolume
520 JNEXT
                             530; max1
540 INPUT "Source filename: "f$
550 SYS "0S File",5,f$ TO A%,,,,1%
560 IF A%<>1 THEN 1%=4
570 IF (1% MOD256)=1 THEN 1%+=1
580 IN d% 1%+255
590 FOR A%=d%+1%-1 TO d%+1%+255:?A%=0:
590 FOR A%=d%+1%-1 TO d%+1%+255:?A%=0: NEXT
600 SYS "OS_File",255,f$,d%,0
610 INFUT "Max level (0-128): "C%
620 A%=d%+1:B%=1%-1
630 CALL furz
640 INFUT "Destination filename (or RE
TURN for same): "d$
650 IF d$="" THEN d$=f$
660 SYS "OS_File",10,d$,&D3C,,d%,d%+1%
670 END
```

C FOR YOURSELF

```
Listing 1
                                                                                                                                            h=(h+1) MOD 35
                                                                                                                                            MOUSE s(h,1),s(h,2),b
CIRCLE s(h,1),s(h,2),20
                                                                                                                                140
       10 REM >BasKite
20 REM by Andy Gibbons
30 REM for 32-bit machines
40 REM (c) BAU February 1992
                                                                                                                                 160
                                                                                                                                            p=h
WHILE p<>(h+1) MOD 35
                                                                                                                                           MHILE p<>(h+1) MOD 35

x=s(p,1)

y=s(p,2)

p=(p+34) MOD 35

s(p,1)=(s(p,1)+x) DIV 2-2

s(p,2)=(s(p,2)+y) DIV 2-2

LINE x,y,s(p,1),s(p,2)

ENDMHLE

WAIT
                                                                                                                               180
190
200
210
220
230
       50 :
60 MODE 4
70 t=1
     60 MODE 4
70 t=1
80 u=2
90 h=0
100 DIM s(34,2)
110 REPEAT
```

```
260 SYS "OS_Byte",112,t
270 SYS "OS_Byte",113,u
280 SWAP t,u
290 UNTIL FALSE
Listing 2
    /* >c.kite
 * by Dave Acton
```

* (c) BAU June 1992

```
#include "bbc.h"
#include "os.h"
#include "swis.h"
#include <stdlib.h>
static int s[34][3];
static void swap(int *a,int *b)
{temp=*a;
    *a=*b;
    *b=temp;
```

```
static void wait() (os_swil(os_byte ,19);
static void mouse(int *a,int *b,int *c)
(os_swi3r(os_mouse ,0,0,0,a,b,c);
Listing 1 - MakeSpr
     10 REM MakeSp (Bonus1)
20 REM Make sprites and templates
30 REM for Graph+
40 REM (c) BAU June 92
          file%=OPENOUT "Templates"
      80 READ hex$
      90 IF hex$<>"END" THEN BPUT #file%,EV
    ("E"+hex$)

100 UNTIL hex$="END"

110 CLOSE #file%

120 *SETTYPE Templates Template
           file%=OPENOUT "!Sprites"
    150 REPEAT
160 READ hex$
170 IF hex$<>"END" THEN BPUT #file%,EV
AL("%"+hex$)
180 UNTIL hex$="END"
190 CLOSE #file%
200 *SETTYPE !Sprites Sprite
    220 file%=OPENOUT "!RUN"
    230 BPUT #file%, "WimpSlot -Min 128K -M
    240 BPUT #file%, "Set Graph$Dir <Obey$D
175" 250 BPUT #file%, "IF ""<Font$Path>"" =
"""" THEN ERROR 0 Fonts must be present
before starting !Graph"
260 BPUT #file%, "RUN <Graph$Dir>.!RunI
```

mage'

270 CLOSE #file%

```
280 *SETTYPE !Run Obey
290 PRINT "Templates, !Sprites and !Ru
  300 PRINT "Now create a directory call
ed !Graph and put"
310 PRINT "them inside Together with t
he two following listings"
320 PRINT "which should be saved as !R
unImage"
330 PRINT "and WimpLib respectivly."
340 END
350:
 1930 DATA 00,00,00,00,00,00,00,00,B0,B0
1940 DATA 00,00,00,0B,00,70,00,00,00
```

int main(int argc, char *argv[])

while (TRUE) (bbc_cls(); h=(h+1) % 35;

(t ,u,h,p,x,y,b;
bbc_mode(4);

```
mouse(&s[h][1],&s[h][2],&b);
bbc_circle(s[h][1],s[h][2],20);
while (p!=(h+1) \% 35) \{x=s[p][1] ;
```

```
bbc_move(x,y);
bbc_draw(s[p][1],s[p][2]);
ywait();
os_swi2(OS_Byte,112,t);
os_swi2(OS_Byte,113,u);
swap(&t,&u);
```

BONUS LISTING - !GRAPH

```
1950 DATA 77,22,22,22,22,22,22,22,22
1960 DATA 2B,22,BB,22,B2,22,22,22,00
1970 DATA 00,00,77,00,00,00,00,00,00
1980 DATA 00,B0,07,00,00,00,00,00,00,00
1990 DATA 70,00,00,00,77,00,00,00,00
                                                                                                                                                                                                                                                                                                                                                                                                               320 SYS"Wimp_OpenWindow",,b%:PROCforce
330 EMDPROC
340 :
                                                                                                                                                                                                 340 :
350 DEFPROCWimpEnd
360 PROC1f:SYS"Wimp_CloseDown"
370 END
                                                                                                                                                                                                                                                                                                                                                                                                               380 :
390 DEFPROCmenusel
                                                                                                                                                                                                                                                                                                                                                                                                              400 PROCWimpSelect(b%, m$, B%)
410 IF m$="Reset Size" THEN px=7:py=5:
                                                                                                                                                                                                                                                                                                                                                                                                    410 IF ms="reset of the process of t
                                                                                                                                                                                                                                                                                                                                                                                                    430 WHEN 1:IF VAL($afi)>0 afsize=VAL
($afi):PROCIf:PROC9f:PROCforce
450 WHEN 2:PROCnewfont(scmf, scalefon
                                                                                                                                                                                                                                                                                                                                                                                                                                      WHEN 3:IF VAL($sfi)>Ø sfsize=VAL
                                                                                                                                                                                                                                                                                                                                                                                                     ($sfi):PROCIf:PROCGf:PROCforce
470 WHEN 4:PROCnewfont(timf,titlefon
                                                                                                                                                                                                                                                                                                                                                                                                    t,b%!8)
                                                                                                                                                                                                                                                                                                                                                                                                                                      WHEN 5:IF VAL($tfi)>Ø tfsize=VAL
                                                                                                                                                                                                                                                                                                                                                                                                     ($tfi):PROCIf:PROCGf:PROCFORCE
490 ENDCASE
                                                                                                                                                                                                                                                                                                                                                                                                             490 ENDCAS
500 ENDPROC
510 :
                                                                                                                                                                                                                                                                                                                                                                                                               510 :
520 DEFPROCUSETMSG(b%)
530 mc%=b%116
540 CASE mc% OF
WHEN Ø:PROCCloseWin(Graph%):PROC
                                                                                                                                                                                                                                                                                                                                                                                                             560 WHEN 2:PROCdosave(TRUE)
570 WHEN 3:PROCdoload
                                                                                                                                                                                                                                                                                                                                                                                                               58Ø ENDCASE
                                                                                                                                                                                                                                                                                                                                                                                                               59Ø ENDPROC
                                                                                                                                                                                                                                                                                                                                                                                                               610 DEFPROCCheckMouse (mousex%, mousey%,
                                                                                                                                                                                                                                                                                                                                                                                                   610 DEFPROCCHeckMouse (mousex*, mousey*, B*, handle*, icon*); but*_B**
620 IF (but*AND2) AND handle*=-2 PROCC rmenu(0)
630 IF (but*AND5) AND handle*=-Options*
AND icon*=0 PROCCHECAL
640 IF (but*AND5) AND handle*=-Options*
AND icon*=1 PROCFECAL
650 IF (but*AND5) AND handle*=-Options*
AND icon*=2 bar*= (bar*-1)MOD2:IF go* PR
CVar2:PROCFUTE*
                                                                                                                                                                                                                                                                                                                                                                                                    OCVar2:PROCforce
660 IF (but%AND5) AND handle%=Options%
AND icon%=3 bar3d%=(bar3d%-1)MOD2:IF go
                                                                                                                                                                                                                                                                                                                                                                                                   AND icon%=3 bar3d%=(bar3d%-1)MOD2:IF go % PROCVar2:PROCforce 670 IF (but%AND4) AND handle%=Options% PROCWimpCLM 680 IF (but%AND2) AND handle%=Graph% PROCCEMENT(1) F (but%AND50) AND handle%=SaveAs% AND icon%=0 PROCWimpSSave 760 IF (but%AND5) AND handle%=SaveAs% AND icon%=0 PROCWimpSSave 760 IF (but%AND5) AND handle%=SaveAs% AND icon%=2 PROCdosave(FALSE) 710 ENDPROC 720:
                                                                                                                                                                                                Listing 2 - !Runimage
                                                                                                                                                                                                               10 REM > !RunImage
20 REM Graph System v1.10
30 REM 0 Mike Curnow Sep 1991
40 REM Line and Symbol extensions by
                                                                                                                                                                                                                                                                                                                                                                                                               730 DEFPROCERMENU (T%)
                                                                                                                                                                                                                                                                                                                                                                                                              740 LOCAL G%:G%=&1020104
750 $Infosize%=STR$(px)+""" x "+STR$(p
                                                                                                                                                                                                                                                                                                                                                                                                /30 Sintosize-Sirk(px)** X *-Sirk(p)
/**""**Ciffx)6
/*60 Safi=STR$(afsize):afsm=FNWimpMenu(
-1,"$afi(8)","Size:")
/*70 Safi=STR$(afsize):sfsm=FNWimpMenu(
-1,"$afi(8)","Size:")
/*80 Stfi=STR$(tfsize):tfsm=FNWimpMenu(
-1,"$tfi(8)","Size:")
/*90 Strimmenu=FNWimpMenu(-1,"Axis Font>
axmf,xxis Font Size>afsm,Scale Font>camf,xxis Font Size>afsm,Scale Font>cmf,title Font Size>fsmm,Title Font>imf,title Font Size>fsmm,"Fonts:")
/*800 M$="Info>Info*,Options>Options*,Font>font>fontmenu,Reset Size"
/*810 IF T%=0 M$=M$+",Quit" ELSE M$=M$+",SaveSaveAb*"
                                                                                                                                                                                                 DNW Jan 1992
                                                                                                                                                                                                                                                                                                                                                                                                                                "+CHRSØ
                                                                                                                                                                                                              50 LIBRARY" < Graph Dir > . WIMPLIB
                                                                                                                                                                                                              60 PROCivar: PROCWimpInit ("Graph", &400
                                                                                                                                                                                                              70 PROCinitfonts: PROCaf
                                                                                                                                                                                                            80 PROCWimpOT("<Graph$Dir>.Templates"
                                                                                                                                                                                              )
90 E%=FNWimpLT(b%+800,b%+999,"Options
"):Options%=FNWimpCW(b%)
100 E%=FNWimpLT(gn%,gn%+256, "Graph"):b
%144=1y%-b%148=1x%-Graph%=FWWimpCW(b%)
110 E%=FNWimpLT(fn%,fn%+260, "saveas"):
Saveas%=FNWimpLT(b%-107:Infosize%=Infoi%:E%
=FNWimpLT(infoi%,Infoi%+107, "Info"):Info
%=FNWimpLT(infoi%,Infoi%+107, "Info"):Info
%=FNWimpLT(infoi%,Infoi%+107, "Info"):Info
                                                                                                                                                                                                                                                                                                                                                                                                    ,Save>SaveAs%"
                                                                                                                                                                                                 %=FNWimpCW(b%)
                                                                                                                                                                                                                                                                                                                                                                                                             820 M%=FNWimpMenu(T%, M$, taskn$)
                                                                                                                                                                                                         130 PROCWIMPCT
140 ONERROR PROCWIMPStop
                                                                                                                                                                                                                                                                                                                                                                                                             83Ø ENDPROC
                                                                                                                                                                                                                                                                                                                                                                                                           840 :

850 DEPROCESCAIO

860 IT TS% TS%=PALSE ELSE TS%=TRUE

870 PROCESCAIO: ENDPROC

880 DEFFROCESCAIO

890 IF RS% RS%=FALSE ELSE RS%=TRUE

900 PROCESCAIO: ENDPROC

910 DEFFROCESCAIO

920 PROCESCAIO: PROCEI: PROCEI

930 IF go% THEN PROCCIoseWin(Graph%): P
                                                                                                                                                                                                          150 ic%=FNIconTask("!Graph")
                                                                                                                                                                                                          170 REPEAT
                                                                                                                                                                                               170 REPEAT
180 SYS"Wimp_Poll",1,b% TO C%
190 CASE C% OF
200 WHEN 1:PROCredrawwin(1b%)
210 WHEN 2:PROCcpenw
220 WHEN 3:PROCCloseWin(!b%):IF !b%=Gr
aph% go%=PALSE
230 WHEN 6:PROCCheckMouse(!b%,b%14,b%!
8,b%12,b%16)
240 WHEN 7:PROCmave
250 WHEN 9:PROCmenusel
260 WHEN 17,18:PROCusermsg(b%)
270 ENDCASE
                                                                                                                                                                                                                                                                                                                                                                                                    ROCvar2
940 IF RS% Y%=2048:X%=2560 ELSE Y%=1y%
                                                                                                                                                                                                                                                                                                                                                                                                   950 PROCWimpSE(Graph%,0,-Y%,X%,0)
960 IF go% PROCOpenWin(Graph%,sx%,sy%,
sx%+sx%,sy%+sh%,0,0,-1):PROCForce
                                                                                                                                                                                                         280 UNTIL FALSE
                                                                                                                                                                                                290 :
300 DEFPROCOPENW
310 SX%=D%14:SY%=D%18:IF RS% THEN DX=(
b%112-SX%)/ox:py=(b%116-sy%)/oy:PROCVar1
                                                                                                                                                                                                                                                                                                                                                                                                   990 DEFPROCSAVE
1000 gn$=FNLeaf(FNGetStr(fn%)):PROCWimp
DoSava(gn$,&AFF)
1010 ENDPROC
```



1020:
1030 DEPPROCEDOSAVe(D%)
1040 IF D% gms=RNGetStr(b%+44) ELSE gm\$
=FNGetStr(fm%)
1050 IF INSTR(gm\$,".")=0 Z%=PNWimpErr("
To save, drag the file icon to a directo
ry viewer": ENDPROC
1050 LOCALERROR:ONERRORLOCAL:Z%=PNWimpE
--(EMDDROWS, DANDROM) rr(REPORT\$):ENDPROC 1070 \$gn%=gn\$:\$fn%=gn\$:df%=OPENOUT(gn\$) :RESTOREERROR 1090 PROCHOUTON
1090 BPUTHdf%, "Draw"; :PROCNOUT (201):PRO
CMOUT (0):BPUTHdf%, "Graph
1100 PROCHOUT (0):PROCMOUT (0):PROCMOUT (p)
rdish:PROCMOUT (p)dish:
1110 Z%=PTHHdf%:PROCHOUT (0):PROCMOUT (0)
**BPUTHdf%, 0:font%(1,3)=1
**ILSO IP titlefont=axisfont font%(2,3)=1
**ILSO IP titlefont=axisfont font%(2,3)=1
**ILSO BPUTHdf%, 0:font%(2,3)=2
**ILSO IP STANGEN (3):PUTHdf%, (3):PUTH 1080 PROCHouron 1140 PROCpad: X%=PTR#df%: PTR#df%=Z%+4: PR 1149 PROCpad: Xx=PT#8df%=PTR#df%=Z%+4:PR
CKOUT (X*-Z%): PTR#df%=X%
1159 PROCdtext(2, adx*+vx/2*di%, (py-0.15)
'*di%, title%,1)
'160 IF LEN(xaxis%):0 PROCdtext(1, adx*+vx/2*di%, 0.15*di%, xaxis%,1)
1170 L%-LEN(yaxis%):IF L%>0 Y%=ady%+(vy/2*L%/16)*di%:PGR T%=1 TO L%:PROCdtext(1,0.1*di%,Y%-T%*di%/8,MID%(yaxis%,T%,1),1
.hmgYT .0.1*01*,
):NEXT
1180 PROCSTART
1190 FOR gr%=1 TO ng%
1290 FOR P%=1 TO nxy%(gr%)
1200 xd=X(d%)-xlo:yd=Y(d%)-ylo:d%+=
1210 xd=X(d%)-xlo:yd=Y(d%)-ylo:d%+= Csgraph 1230 first%=FALSE 1230 first%=FALSE
1240 MEXT
1250 IF bark THEN PROCebar2 ELSE IF 1
n%(gr%)=0 PROCMOUL(0)
1260 first%=TRUE
1270 NEXT
1280 IF NOT bark PROCdsymbol
1290 PROCphdr(3, adx%, ady%, di%*px, d 1300 IF xtext%ANDbar% o%=bw/2*di% ELSE 0%=0 1310 PROCphdr(xg%*2*(xtext%+1)+yg%*2+nx g%*2+nyg%*2,adx%,ady%,di%*px,di%*py,-1,0 (64,0)
1320 X=vx/xg*di*;Y=vy/yg**di*;X%=0.04*
di%;Y%=0.04*di%;REM Minor grid
1330 IF NOT(xtext%) FOR I%=1 TO xg%;FRO
Cpthm(adx*xY*I%,ady*):PROCpthm(adx*x*I%,ady*-Y%):REXT
1340 FOR I%=1 TO yg%;FROCpthm(adx*,ady*-Y*I%):PROCpthd(adx*-X%,ady*+Y*I%):REXT
1350 X=vx/nxg*di%;Y=vy/nyg*di%;Y=X%-0.07*di%;REM Major grid
1360 NOW;Y=12-100 now;REMCM*PROCpth(adx*,XY,di*) 7*di%:Y%-9.07*di%:REM Major grid
1369 FOR 1%-1 TO nxg%:FROCpthm(adx%+X*(
1%-xtext*)bar%)+0%,ady%):FROCpthd(adx%+X
(1%-xtext)bar%)+0%,ady%-Y%):NEXT
1379 FOR 1%-1 TO nyg%:FROCpthm(adx%,ady
%-Y*1%):FROCpthd(adx%-X%,ady%-Y*1%):NEXT
1389 FROCpthd(adx%-X%,ady%-Y*1%):NEXT
1389 FROCpthd(adx%-X%,ady%-Y*1%):NEXT
1389 FROCpthd(adx%-X%,ady%-Y*1%):NEXT
1409 FOR 1%-0 TO nxg%:FROCdtext(3,adx%-0,1*di%,ady%-1809-Y*1%,STR\$(y1
0+1%-Y),2):NEXT
1410 CLOSE#df%:OSCLI("SETTYPE "+gn\$+" A
FF") 1420 IF D% PROCWimpAckSave 1430 IF but%AND&44 PROCWimpClM 1440 PROCWimpNewTitle(Graph%):PROCHourS 1450 ENDPROC 1460 1460:
1470 DEPFROCSgraph:LOCAL x,y
1480 x=adx*s.xd*xxd:y=ady*s+yd*yxd
1490 CASE ln%(gr%) OF
1500 WHEN 0:REM no line
1510 WHEN 1:IF first% THEN PROCPhdr(n
x%(gr%),adx*s,ady*s,axm*s,-1,0,64,0):
PROCPLMm(x,y):ELSE PROCPthd(x,y):REM seg
mented line rMO.ptm(x,y):abs PMO.ptm(x,y):has seg mented line 1520 WHEN 2:XL[P%]=x:YL[P%]=y:IF P%=n xy%(gr%):FROCptit(adx%,ady%,axm%,aym%):PR OCphdr(2,adx%,ady%,axm%,aym%,-1,0,64,0): PROCpthm(xstart,ystart):PROCpthd(xend,ye nd): REM least-squares fit 1540 ENDPROC 1550 DEFPROCSbar 1570 IF first% AND gr%-1 PROCSbar2 1580 IF xd-xinc*(i%-1) THEN 1590 IF c%-0 d(i%)-d(i%)/c%:c%=0 1600 i%-xd/xinc 15000 15=XXI/XINC 1610 ENDIF 1620 C%+=1:d(i%)+=yd 1630 ENDPROC 1640 DEFPROCsbar2:IF c%>0 d(i%)=d(i%)/c 1650 IF bar3d% THEN 1660 bw3d=bw/4*di% 1670 FOR I%=0 TO i% 1680 x%=adx%+bw*1%*di%+bw3d:y%=ady%+d

1690 PROCphdr (4, adx%, ady%, axm%, aym%, & 99999900, 0, 100, 0)
1700 PROCpthm (x*, ady%): PROCpthd (x*, y%): PROCpthd (x*, bw3d*2, y%): PROCpthd (x*, bw3d*2, ady%): PROCpthd (x*, bw3d*2, ady%): PROChdr (4, adx%, ady%, axm%, aym%, & 57557800, 100, 0)
1720 PROCpthm (x*, bw3d*2, ady%): PROCpthd (x*, bw3d*2, ady*2, ady*2, ady%): PROCpthd (x*, bw3d*2, ady*2, d(x%+bw3d*3,ady%+bw3d):PROCpthd(x%+bw3d*
3,y%+bw3d):PROCpthd(x%+bw3d*2,y%):PROCWo 1730 PROCphdr(4,adx%,ady%,axm%,aym%,&BFBFBF00,0,100,0)
1740 PROCpthm(x%,y%):PROCpthd(x%+bw3d):PROCpthd(x%+bw3d):PROCpthd(x%+bw3d*3,y%+bw3d):PROCpthd(x%+bw3d*3,y%+bw3d):PROCPDD PROCPOUT(0)
1750 NEXT
1760 ELSE
1770 PROCphdr((i%+1)*4,adx%,ady%,axm%,aym%,-1,0,100,0)
1780 PROCpthm(adx%+bw*1%*di%,ady%):PROCpthd(adx*+bw*1%*di%,ady%):PROCpthd(adx*+bw*1%*di%,ady%-d(1%)*yad):PROCpthd(adx*+bw*1*di%,ady%-d(1%)*yad):PROCpthd(adx*+bw*1*di%,ady%-d(1%)*yad):PROCpthd(adx*+bw*1*di%,ady%-d(1%)*yad):PROCpthd(adx*+bw*1*di%,ady%-d(1%)*yad):PROCpthd(adx*+bw*1*di%,ady%-d(1%)*yad):PROCpthd(adx*+bw*(1%+1)*di%,ady%):BROCpthd(adx*+bw*(1%+1)*di%;adx**di%;ad PROCphdr (4, adx%, ady%, axm%, aym%, & NEXT PROCWout (Ø) 1820 ENDIF 1830 i%=0:d()=0:c%=0 1840 ENDPROC 1850 :
1860 DEPPROCPACIWHILE PTR#df%AND3:BPUT#
df%,0:ENDWHILE:ENDPROC
1870 :
1880 DEPPROCHOLOAd
1890 PROCCIOSEWIN(Graph%):go%=PALSE:xfn \$=1n\$
1900 fn\$=FNGetStr(b%+44):i%=b%140
1910 IF i%=EFFD OR i%=EFFF ELSE Z%=FNWi
mpErr(fn\$+" is not DATA or TEXT"):ENDPRO C
1920 gf%=OPENIN(fif):PROCHOUTON
1930 ln%=0:maxX=-1.7E38:minX=1.7E38:min
1940 xsin=minX:maxX=maxX:ec%=0:numXX%=0
1940 xsin=minX:max=maxX:ymax=maxY:ymin
=minY:nxy%()=0:PROCStartg
1950 title%="":xaxxis%="":xix
xx%=FALSE:xidv%=0:ydiv%=0
1950 x\$()="":sym%()=0:ln%()=1
1970 REPEAT:PROCSetln:ln%+=1
1970 TPMgcmd=PALSE THEN
1990 X(d%)=xd:Y(d%)=yd:d%+=1:nxy%(gr%)+=1 IF xd>maxX maxX=xd IF xd<minX minX=xd IF yd>maxY maxY=yd IF yd<minY minY=yd ENDIF 2050 UNTIL EOF#gf% OR ec%>9 OR d%>Maxda ta
2060 CLOSE#gf%
2070 IF ec%>0 fn%="":ENDPROC
2080 ng%=gr%
2099 PROCrond(minX,xmin,maxX,xmax,xtext%
):PROCrnd(minY,ymin,maxY,ymax,FALSE)
2100 PROCvar2:IF fn%-xfn% ffn%="Graph"
-CHRS0:Spm*-Graph"
-CHRS0: ,sy%+sh%,Ø,Ø,-1):PROCforce 2120 ENDPROC 214Ø DEFPROCstartg:gr%=Ø:first%=TRUE:n% =Ø:d()=Ø:i%=Ø:c%=Ø:d%=Ø:ENDPROC 2150 : 2160 DEFPROCGETIN 2160 DEPPROCGELIN
2170 x\$-GET\$\frac{\pmu}{\pmu}\frac{\pmu 224Ø ENDPROC 2250 DEPROCEND (RETURN m, RETURN u, RETURN N n, RETURN v, text%):LOCAL S%, lm, ln, L%, D%
2270 IF u>m u>m ELSE m=v
2280 IF v<n v=n ELSE m=v
2390 IF text% EMDPROC
2300 D%=INT(LOG(ABS(n-m)))
2310 IF m=0 lm=1<<31 ELSE lm=LOG(ABS(m)

2320 IF n=0 ln=1<<31 ELSE ln=LOG(ABS(n)

2330 IF ln>lm L%=INT(ln) ELSE L%=INT(lm

2340 PROCrnd2(u, FALSE, lm): PROCrnd2(v, TR

2360 DEFPROCrnd2(RETURN x,U%,z)
2370 IF x<0 S%=-1:U%=(U%-1)MOD2 ELSE S%

2380 x=INT(10^(z-D%)-U%*.99999999)*10^D

2410 DEFFNgcmd:LOCALc\$:c\$=FNupp(x\$):Z%=

TRUE:1V%=2
2420 IP LEFT\$(x\$,1)="|" THEN =TRUE
2430 CASE o\$ OF
2440 WHEN "ITILE":title\$=y\$
2450 WHEN "ITILE":title\$=y\$
2450 WHEN "XAXIS":xaxis\$=y\$
2460 WHEN "XAXIS":yaxis\$=y\$
2470 WHEN "XMIN":xmin=yd
2480 WHEN "XMIN":xmin=yd
2480 WHEN "XMIN":ymin=yd
2500 WHEN "YMAX":ymax=yd
2510 WHEN "XMAX":ymax=yd
2510 WHEN "XMAX":ymax=yd

2350 ENDPROC

2390 ENDPROC

WHEN "XDIV":xdiv%=yd
WHEN "YDIV":ydiv%=yd
WHEN "LINE":ln%(gr%)=yd
WHEN "STWBOL":sym%(gr%)=yd
WHEN "NEWPLOT":first%=TRUE:gr%+= 2570 OTHERWISE: Z%=FALSE: n%+=1: IF gr%= 0 gr%=1: sym%(1) = sym%(0): ln%(1) = ln%(0) ENDCASE 2590 IF y\$="" AND nv%>1 THEN Z%=FNWimpE rr("Unrecognised data at line "+STR\$(1n%)):ec%+=1 2600 = 2% 2610 DEPPROCENTEX 2620 Xdiv%=0:REPAT 2630 I%=INSTR(y\$, ","):IF I%>0 x\$(xdiv%) =LEFT\$(y\$, I%-1):y\$=MID\$(y\$, I%+1) ELSE x\$ (xdiv%)=y\$ 2640 xdiv%+=1 2650 UNTIL I%=0 2660 XEXEX*ERUE:nv%=1 2670 ENDPROC 2680 : 2690 DEFFNupp(x\$)
2700 FOR Z%=1 TO LEN(x\$):MID\$(x\$, Z%, 1) =
CHR\$(ASC(MID\$(x\$, Z%, 1))AND&5F):NEXT 2710 =x\$ 2730 DEFFROCForce 2740 STS"Wimp_ForceRedraw", Graph%, 0, 0-s %, sw%, 0 2750 ENDPROC 2750 ENDPROC
2750:
2760:
2770 DEFPROCredrawwin(h%)
2780 LOCAL f%,i%,x%,x%,y%:ib%=b%
2790 PROCfontecale(osmp):SYS"Wimp_Redra
wWindow",b% TO f%
2800 WHILE f%
2800 WHILE f%
2810 x%=(b%i4)-(b%i20):y%=(b%i16)-(b%
124):REM Mork Unit Origin
2820 PROCdrawy 2820 PROCdrawg 2830 !b%=h%:SYS"Wimp_GetRectangle",,b TO f% 2840 ENDWHILE 2850 PROCfontscale(400):go%=TRUE 2860 ENDPROC 2870 : 2880 DEFPROCdrawg:PROCHourOn 2890 axo%=x%+ax%:ayo%=y%+ay%:REM Axis o rigin 2900 GCOL0,7:MOVE axo%,ayo%+gy%:DRAWBY 0,-gy%:DRAWBY gx%,0 2910 IF LEN(title\$)>0 PROCptext(2,axo%+ vx/2*ox,y%-0.15*oy,title\$,1) 2920 IF LEN(xaxis\$)>0 PROCptext(1,axo%+ vx/2°ox, ayo%-0.5°oy, xaxis\$,1) 2930 L%=LEN(yaxis\$):IF L%>0 Y%=ayo%+gy% /24L%/2°oy/8:FOR T%=1 TO L%:PROCptext(1, x%+0.1°ox,Y%-T%*oy/8,MID%(yaxis\$,I%,1),1 :NEXT
2940 PROCStartg
2950 FOR gr%=1 TO ng%
2960 FOR P%=1 TO nxy%(gr%)
2970 xd=x(d%);vd=Y(d%);d%+=1
2980 IF bar% PROCpbar ELSE PROCpgra lx=xd:ly=yd:first%=FALSE IF bar% PROCpbar2 first%=TRUE 3010 3030 NEXT 3040 IF xtext%ANDbar% o%=bw/2*ox ELSE o 3040 IF Xtext&ANDDAT% O%EDW/2*OX ELSE 0

3050 X=gxk/xg%;Y=gy%/yg%:X%=0.04*0x:Y%=
0.04*0y:REM Minor grid
3060 IF NOT(xtext%) FOR I%=1 TO xg%:MOV
E axo%+X*1%, ayo%:DRANBY 0,-Y%:NEXT
3070 FOR I%=1 TO yg%:MOVE axo%, ayo%+Y*1
%:DRAMBY -X%,0:NEXT
3080 X=gxk/nxg%;Y=gy%/nyg%:X%=0.07*0x:Y
%=0.07*0y:REM Major grid
3090 FOR I%=1 TO nxg%:MOVE axo%+X*(I%-X
ext%*bar%)+0%, ayo%:DRANBY 0,-Y%:NEXT
3100 FOR I%=1 TO nxg%:MOVE axo%, ayo%+Y*
I%:DRANBY -X%,0:NEXT
3110 FOR I%=0 TO nxg%:PROCPtext(3,axo%+
X*T%+0%,ayo%-0.2*0x,x%(I%),1):NEXT
3120 y=yz/nyg%:FOR I%=0 TO nyg%:FROCPte
xt(3,axo%-0.1*0x,ayo%-8+Y*I%,STR\$(ylo+I%
*Yy,2):NEXT
3130 FROCHOUTSmash
3140 ENDPROC 3150 EPPROCPGraph:LOCAL x,y:x=axo%+(xd xlo)*xs:y=ayo%+(yd-ylo)*ys 3170 CASE ln%(gr%) OF 3180 WHEN 0:MOVE x,y:PROCsymbol(sym%(3180 WHEN 0:MOVE x,y:PROCeymbol(sym%(gr%),x,y)
3190 WHEN 1:IF first% THEN MOVE x,y:P
ROCsymbol(sym%(gr%),x,y) ELSE DRAW x,y:P
ROCsymbol(sym%(gr%),x,y)
3200 WHEN 2:MOVE x,y:PROCsymbol(sym%(gr%),x,y)
1200 WHEN 2:MOVE x,y:PROCsymbol(sym%(gr%),x,y)
1200 WHEN 2:MOVE x,y:PROCsymbol(sym%)
1210 Fixther and the symbol
1210 Fixther and year
1210 ENDCASE
1210 ENDCASE
1210 ENDCASE 3220 ENDPROC

3320 IF bar3d% THEN 3330 bw3x=bw/4*ox:bw3y=bw/4*oy

3340 FOR I%=0 TO i%
3350 SYS"Wimp_SetColour",3:RECTANGLEF
LLL axo%+bw*ox*1%+bw3x,ayo%,bw3x*2,d(I%) SYS"Wimp_SetColour",5:MOVE axo%+
*I%+Dw3x*3,ayo%:MOVEBY bw3x,bw3y:PL OT &71,0,d(I%)*ys 3370 SYS"Wimp_SetColour",2:MOVE axo%+ 3370 SYS"Wimp_SetColour",2:MOVE axo%+ bw*ox*1%+bw3x,ayo%+d(1%)*ys:MOVEBY bw3x, bw3y:PLOT £71,bw3x*2,0 DW3y:PLOT £71, bw3x*2,0
3380 SYS**MIDD.SetColour*,7:RECTANGLE
ax0%bw*co*T%*bw3x,3v0%,bw3x*2,d(T%)*ys
3390 MOVE ax0%-bw*T%*cox*bw3x*3,ay0%:D
RAWBY bw3x,bw3y:DRAWBY 0,d(T%)*ys:DRAWBY
bw3x,-bw3y
3400 MOVE ax0%-bw*T%*cox*bw3x,d(T%)*ys
44y0%:DRAMBY bw3x,bw3y:DRAWBY bw3x*2,0
3410 NEXT
3420 ELSE
3430 FOR T%=0 MO. 1%;DROMBANGED ax0x*2.0 3430 FOR I%=0 TO i%:RECTANGLE axo%+bw I%*ox,ayo%,bw*ox,d(I%)*ys:NEXT 3450 i%=0.44 3450 i%=0:d()=0:c%=0 3460 ENDPROC 3470:
3480 REM Font, x, y (OS units), text, A
1480 REM Font, x, y (OS units), text, A
3490 DEFPROCPTEXt(f*, x*, y*, t\$, a*):LOCAL
X*:X*=Nftext(t\$, f*)
3500 X*=X**osmp-(X* DIV2)*a*:SYS*Font_P
aint*, t\$, 0, x*, y**osmp
3510 RIDPROC
3520:
3530 DEFFROCMOUT(w*):LOCAL I*
3540 FOR T*=a ROLAMOUTE 3510 : 3520 : 3530 DEFPROCWOUL(w%):LOCAL I% 3540 FOR I%=0 TO3:BPUT#df%, w%:w%=w%>>8: NEXT:ENDPROC 3560 REM Draw Path Header 3570 REM No.points,x0,y0,x1,y1,Fill clr Outline clr,width,style 3580 DEFPROCPHdr(n%, x0%, y0%, x1%, y1%, f%, 0%, w%, s%) 3590 PROCWout (2) : PROCWout (n%*12+24+20) 3590 PROCWout(2):PROCWout(n%*12+24+20)
3600 PROCWout(x%):PROCWout(y%):PROCWout(x%):PROCWout(y%):PROCWout(x%): 3710 t\$+=CHR\$0:L%=(LEN(t\$)+3)AND&FFFFFF FC 3720 PROCMout(1):PROCMout(L%+24+28)
3730 PROCMout(x%):PROCWout(y%):PROCMout
(x%+X%):PROCMout(y%+pd%)
3740 PROCMout(6):PROCMout(6):PFFFFF00):PR
OCMout(font%(f%,3)):PROCMout(pd%):PROCWo 375@ PROCWout (x%) : PROCWout (y%) : BPUT#df% t\$;:PROCpad 3760 ENDPROC 3770 DEFFNftext(t\$,f%):SYS"Font_SetFont ",font%(f%,2):SYS"Font_StringBBox",,t\$ T , Z%:=Z% 3780 3790 PEPPROCGf 3800 PROCfontscale(osmp) 3810 PROCff(axisfont, afgize, 1):PROCff(t itlefont, ffsize, 2):PROCff(scalefont, sfsi ze,3) 3820 PROCfontscale(400) 3830 ENDERNOC 3840 DEFPROCET(nk,pk,fk) 3850 SYS*Font FindFont*, \$fonts(nk),pk* 16,pk*16,0,0 To font*(fk,2):font*(fk,1) = pk:font*(fk,0)=nk 3860 ENDPROC 3870 DEFPROCIF:FOR Z%=1 TO 3:SYS"Font_L 3870 DEFFROCIF:FOR Z*=1 TO 3:SYS*Font_L oseFont*, font*(2x,2); INEXT:EMDPROC 3880 DEFFROCiontscale(X*):SYS*Font_SetS caleFactor*, X*, X*:EMDPROC 3890 DEFFROCivar 3900 sw=8.5:sh=7.25:REM Real screen siz e in inches (MODE 12) 3910 px=7:py=5:REM Default Graph Physic al Height/Width 3920 sx*=0:sy*=200:REM Initial Window p onn osn
3930 Maxdata=2000;REM Max data vars
3940 fn\$="":go%=FALSE;0%=&FF000600;TS%=
TRUE:RS%=FALSE;bar%=FALSE;bar3d%=FALSE;P TRUE RS%=FALSE: DAT%=FALSE: DAT%G*FALSE: PGOVARI
1950 DIM fn% 260,gn% 260,nxy%(10),d(100),d(100),g%(9,7),x\$(30),X(Maxdata),Y(Maxdata),3960 DIM sym%(10),ln%(10),XL(Maxdata),Y
L(Maxdata),gf(30),sf(30)
3970 FOR 1%=1 TO 16:rf(1%)=COS(1%*F1/8):sf(1%)=SIN(1%*F1/8):NEXT
1980 FOR 1%=0 TO 9:FOR J%=0 TO 7:READ g%(1%,J%):NEXT:NEXT
3980 FOR 1%=0 TO 9:FOR J%=0 TO 7:READ g%(1%,J%):NEXT:NEXT
4000 DATA 1,1,1,1,1,1,1,1
4000 DATA 20,10,5,4,2,1,1
4010 DATA 20,10,5,4,2,1,1
4020 DATA 30,15,10,6,3,2,1,1
4030 DATA 25,20,12,8,4,2,1,1
4040 DATA 25,20,12,8,4,2,1,1
4050 DATA 24,12,6,3,2,1,1,1
4050 DATA 24,12,6,3,2,1,1,1 ROCvar1 3230 :
3240 DEPPROCPDAT
3250 IF xd>=xlo+xinc*(i%+1) THEN
3260 IF c%>0 d(i%)=d(i%)/c%:c%=0
3270 i%=(xd-xio)/xinc
3260 EMDIF
3290 c%+=1:d(i%)+=(yd-ylo)
3300 EMDPROC
3310 DEPPROCPDAT2:IF c%>0 d(i%)=d(i%)/c

4070 DATA 16,8,4,2,1,1,1,1
4080 DATA 18,9,3,1,1,1,1
4090 ENDPROC
4100 DEFPROCVAr1
4110 IF TS% 0x=1280/sw:oy=1024/sh ELSE
0x=180:0y=180*256:REM Draw units per inch
4120 di%=180*256:REM Draw units per inc 4730 ENDPROC 4740 DEPPROCHMENTON (mf,xf%,nf%) 4750 PROCWimpTick(mf,xf%):PROCWimpTick(mf,nf%):PROCHf 4760 IF mf=axmf axisfont=nf% ELSEIF mf= scmf scalefont=nf% ELSE titlefont=nf% 4730 PROCgf:PROCForce 790 DEFPROCWimpSelect (menus%, RETURN m\$ 790 DEPERCOWIMPSelect(menus%, RETURN ms, RETURN but%)
800 SYS'Wimp GetPointerInfo", b%+64:bu
t%=b%172
810 SYS'Wimp DecodeMenu", menutop%, men
us%, STRING\$(200," ")TO, , , m\$
820 IF m%="" THEN EMDPROC
830 IF m%="Quit" PROCWIMPEND: REPROC 850 I. Listing 3 - WimpLib 10 REM > WimpLib v1.10 : General Wimp Procedures
20 REM 6 Mike Curnow May 1991 3Ø DEFPROCWimpInit(n\$,S%) 4Ø SYS"Wimp_Initialise",200,&4B534154 478Ø ENDPROC 4130 mpdi=di%/72000:REM Conversion for millipoints to draw units 4140 csmp=72000/ox:REM Conversion for 0 Sunits to millipoints 4150 vxp-1:yvspy-1:REM Visible plotte d graph size (inches) 4160 lx%=ox*px:ly%=oy*py:REM Total Graph size in 05 Units 4170 gx%=ox*vx:gy%=oy*vy:REM Actual graph size (05 units) 4180 ax%=ox*vx:gy%=oy*vy:REM Actual graph size (05 units) 4180 ax%=ox*.75:ay%=-(py-.65)*oy:REM Ax is Coordinates Relative to work origin 4190 adx%=di%*.75:ady%=di%*.65:axm%=adx%+vx*di%:aym%=ady%+vy*di%:REM Axis Coordinates - Draw units 4200 EMDEROC 4210 DEPFROCVar2:nxg%=0:xg%=0:nyg%=0:yy=0*oxio=0:xhi=0:yl=0:yhi=0:xr=0:yy=0*oxio=0:xhi=0:yl=0:yhi=0:xr=0:yy=0*oxio=0:xhi=0:yl=0:yy=0*oxio=0:xhi=0:yl=0:yhi=0:xr=0:yy=0*oxio=0:xhi=0:yl=0:yy=0*oxio=0:xhi=0:yl=0:yy=0*oxio=0:xhi=0:yl=0:yy=0*oxio=0:xhi=0:yl=0:yy=0*oxio=0:xhi=0:yl=0:yy=0*oxio=0:xhi=0:yl=0:yy=0*oxio=0:xhi=0:yl=0:yy=0*oxio=0:xhi=0:yl=0:xhi=0:yl=0:yy=0*oxio=0:xhi=0:yl=0:xhi=0:yl=0:yy=0*oxio=0:xhi=0:yl=0:xhi=0:yl=0:yy=0*oxio=0:xhi=0:yl=0:xhi=0:yl=0:xhi=0:yl=0:xhi=0:yl=0:xhi=0:xhi=0:yl=0:xhi=0:yl=0:xhi=0:yl=0:xhi=0:yl=0:xhi=0:xhi=0:yl=0:xhi=0:xhi=0:yl=0:xhi=0:yl=0:xhi=0:yl=0:xhi=0:yl=0:xhi=0:yl=0:xhi=0:yl=0:xhi=0:yl=0:xhi=0:yl=0:xhi=0:yl=0:xhi=0:yl=0:xhi=0:yl=0:xhi=0:yl=0:xhi=0:xhi=0:yl=0:xhi=0:yl=0:xhi=0:xhi=0:xhi=0:yl=0:xhi=0:xhi=0:yl=0:xhi=0:xhi=0:yl=0:xhi=0:xhi=0:yl=0:xhi=0:xhi=0:yl=0:xhi=0:xhi=0:yl=0:xhi=0:xhi=0:xhi=0:yl=0:xhi=0:x 4130 mpdi=di%/72000:REM Conversion for 50 DIM b% S%.mb% \$400:menufree%=mb%:m 4800 DEFPROCSymbol (n%, x, y):LOCAL s():DI 860 DEFFNWimpErr(t\$):LOCAL K% 870 !b%=0:\$(b%+4)=t\$+CHR\$0:SYS"Wimp Re enuend%=mb%+&400:taskn\$=n\$ 4810 s(1)=(gx%+gy%)/200:s(2)=s(1)/1.4:s 60 ENDPROC portError", b%, 3, taskn\$ TO , K% 880 = K% 70:
80 DEFFNICONTASK(n\$):LOCAL S%,T%
90 S%=OPENIN*(Obey\$Dir>.1Sprites*:T%=
EXT#85%+16:CLOSE#85%+1F S%=0 =0
100 DIM \$5 %%:IS%=T%:S%!8=16
110 SYS "OS_SpriteOP",&109,S%
120 SYS "OS_SpriteOP",&104,S%, "<Obey\$D
ir>.1Sprites*
130 ib%=-1:b%!4=0:b%!8=0:b%!12=S%!32*1
64:b%!16=S%:136*4*4:b%!20=£2102
140 DIM b%!24 (LENn\$+1):\$(b%!24)=n\$:b%
128=5% (3)=s(1)/1.2
4820 CASE n% OF
4830 WHEN 1:MOVE x-s(1),y-s(1)/SQR(3):DRAMBY s(1),s(1)*SQR(3):DRAMBY s(1),-s(
1)*SQR(3):DRAMBY -2*s(1),s:MOVEBY s(1),s
(1)/SQR(3):BRAMBY -2*s(1),s:MOVEBY s(2),s
4840 WHEN 2:RECTANGLE x-s(2),y-s(2),2
4850 WHEN 3:CIRCLE x,y.s(3):MOVEBY -s
(3),0
4850 WHEN 4:MOVE x-s(1),y-s(1)/SQR(3) 890:
900 DEPPROCWIMPStop:OMERROROFF
910 SYS"Wimp_DragBox",,-1:1b%=ERR
920 IP ERR-52 % [b%+4]=REPORT\$+CHR\$0 EL
SE % [b%+4]=REPORT\$+" at line "+STRSERL+C
HR\$0
930 SYS"Wimp_ReportError",b%,1,taskn\$
940 PROCWIMPENd:END
950: (3),0 4860 WHEN 4:MOVE x-s(1),y-s(1)/SQR(3): IDRAWBY s(1),s(1)*SQR(3):PLOT81,s(1),-s(1)*SQR(3):MOVE x,y 4870 WHEN 5:RECTANGLE FILL x-s(2),y-s 960 DEFPROCOpenWin(h%,xl%,yl%,xh%,yh%, 150 b%!32=LENn\$+1:SYS"Wimp CreateIcon" xo%,yo%,f%)
970 |b%=b%:b%!4=x1%:b%!8=y1%:b%!12=xb%
:b%!16=yb%:b%!24=yo%:b%!28=f%
980 SYS"Wimp_OpenWindow",,b% %=0:xlo=0:xhi=0:ylo=0:yhi=0:xr=0:yr=0
4220 PROCgrid(minX,maxX,xmin,xmax,xlo,x
hi,xr,vx,nx%,xg%,xdiv%)
4230 IF NOT xtext% x=xr/nxg%:FOR I%=0 T
0 nxg%:x\$(I%)=STR\$(xlo+I%*x):NEXT (2),2*s(2),2*s(2):MOVE x,y 4880 WHEN 6:CIRCLE FILL x,y,s(3):MOVE 160 =T% x,y 4890 ENDCASE 4900 ENDPROC 180 DEFPROCWimpClM:SYS"Wimp_CreateMenu,TRUE:ENDPROC 99Ø ENDPROC 4240 IF nxg%>nval% AND NOT xtext% nval% 1010 DEFPROCCloseWin(w%): !b%=w% 200 DEFFNWimpMenu(handle%,menu\$,menuti 1020 SYS"Wimp_CloseWindow",,b% 1030 ENDPROC nngs 4250 xinc=xr/nval%:bw=vx/(nval%-xtext%) 4260 PROCgrid(minY,maxY,ymin,ymax,ylo,y i,yr,vy,nyg%,yg%,ydiv%) 4270 xs=gx%/xr:ys=gy%/yr:REM Scale unit 4920 DEFPROCdsymbol:LOCAL x,y,I%,s():DI 4920 DEPPROUGSYMBOR...
H s(3)
H s(3)
4930 d%=0:s(1)=(vx+vy)*180*256/200:s(2)
=s(1)/1.4:s(3)=s(1)/1.2
4940 FOR gr%=1 TO ng%
4950 FOR P%=1 TO ng%(gr%)
-x1-y(d%)-x10:yd=y(d%)-y10:d%+=
-x1-y(d%)-x10:yd=y(d%)-y10:d%+= 210 IF menufree%+28 > menuend% THEN ER ROR 0, "Menu area full" 220 LOCAL h%, i%, m%, w%, y%, item\$:h%=4:me 1040 : 1050 DEPPROCDelWin(w%):!b%=w% 1060 SYS"Wimp_DeleteWindow",,b% 1070 ENDPROC nuptr%=menufree% nuptr%=menufree%
230 %menuptr%=menutitle\$
240 menuptr%:12=7:menuptr%:713=2:menupt
r%714=7:menuptr%:15=10
250 menuptr%:120=44:menuptr%:124=0:menup
tr%+=28:w%=LENmenutitle\$-2 4280 xsd=vx*di%/xr:ysd=vy*di%/yr:REM Sc 1890 DEFFROCWimpSE(w%, A%, B%, C%, D%)
1100 | b%=A%; b%|4=B%; b%|8=C%; b%|12=D%; SY
S"Wimp_SetExtent", w%, b% ale units Drawfile
4290 sw%=lx%:sh%=ly%:REM Window size 4970 X=A(ds)-XLO:Yds1(ds)-YLO:Gs+1

4970 X=adx%+xd*xsd:y=adyk+yd*ysd

4980 CASE sym%(gr%) OP

4990 WHEN 0:REM no symbols

5000 WHEN 1:FROCpbdr(4,adx%,ady%,ax
m%,aym%,-1,06,64,0:FROCptbm(x-g1),y-s(1)

//SQR(3)):FROCptbd(x,y+2*s(1)/SQR(3)):PRO

Cptbd(x+s(1),y-s(1)/SQR(3)):PROCptbd(x-s(1),y-s(1)/SQR(3)):PROCptbd(x-s(2),y-s(2)):FROCptbd(x-s(2),y-s(2)):FROCptbd(x-s(2),y-s(2)):FROCptbd(x-s(2),y-s(2)):FROCptbd(x-s(2),y-s(2)):FROCptbd(x-s(2),y-s(2)):FROCptbd(x-s(2),y-s(2)):FROCptbd(x-s(2),y-s(2)):FROCptbd(x-s(2),y-s(2)):FROCptbd(x-s(2),y-s(2)):FROCptbd(x-s(2),y-s(2)):FROCptbd(x-s(2),y-s(2)):FROCPtbd(x-s(2), 4310 DEFPROCGRID(m,n,u,v,RETURN a,RETUR N b,RETURN r,s,RETURN X%,RETURN Y%,W%):L 1110 ENDPROC 260 REPEAT item\$=PNmpar(","):PROCmenui tem(item\$):h%==44:UNTLL item\$==" 270 m%=menufree%:m%!16=(w%*8+6)*2:h%== N D, RETURN 1, S, RETURN 14, NETURN 14, Ne): L

COLL f, i

4320 f=(v-u)/(n-m)

4330 IF W%=0 THEN

4340 nval%=FNint(v-u): X%=nval%

4350 I%=0:WHILE g%(X%, I%))=*2.5*f: I%+

#:ENDMHILE: X%=g%(X%, I%)

4350 i=(v-u)/X*: T%=0:WHILE u+I%*i+i<
mil%+=1:ENDMHILE: a=u+I%*i

4370 I%=-1:WHILE v-I%*i-i>n: I%+=1:END

WHILE: b=v-I%*i

4380 r=b-a: X%=r/i

4390 ELSE a=u:b=v:r=b-a: IF bar% nval%=W

*-1:X%=F% ELSE nval%=W%-1: X%=W%-1

4400 ENDIP 1130 DEFPROCWimpNewTitle(w%) 1140 !b%=w%:SYS"Wimp_GetWindowOutline", ,b%
1150 SYS"Wimp_ForceRedraw",-1,b%!4,b%!1
6-44,b%!12,b%!16
1160 ENDPROC
1170:
1180 DEPPROCWImpOT(T\$)
1190 SYS"Wimp_OpenTemplate",,T\$
1280 ENDPROC
1210 DEPPROCWImpCT:SYS"Wimp_CloseTemplate",ENDPROC 280 IF handle%=0 THEN
290 IF handle%=0 THEN y%=h%+92 ELSE
y%=b%14+h%
300 SYS"Wimp_CreateMenu",,m%,!b%-64 310 menutop%=m%:menufree%=mb% 320 ELSE menufree%=menuptr% 33Ø ENDIF squares 340 =m% te":ENDPROC 1220 DEFFNWimpLT(I%,N%,T\$) WHEN 3: PROCphdr (17, adx%, ady%, a 350 DEFFROCEMENTATE (text\$)
370 IF text\$=""HEN menuptr%1-24=(men uptr%1-24)0R860:ENDF0C
380 IF menuptr%-24 > menuend% THEN ERR
OR 0,"Menu area full"
390 LOCALI%,i1%,flg%,subptr%,L%,I%:flg 1220 DEFFNWimpLr(Tw,Nw,Ts)
1230 SYS*wimp_Loadremplate",,b%,T%,N%,T
RUE,T\$,0 TO ,N%,,,I%
1240 IF I%=0 PROCWimpCT:ib%=0:\$(b%+4)="
Template "xf*" not found*+CRR\$0:SYS*Wim
p_ReportError",b%,1,taskn\$:PROCWimpEnd:E xm%, aym%, -1,0,64,0):PROCpthm(x+s(3),y):F OR I%=1 TO 16:PROCpthd(x+s(3)*cf(I%),y+s 4400 ENDIF 4410 Y%=FNint(r)*10/X%:IF Y%>9 Y%=Y%/10 (3)*sf(I%)):NEXT:PROCWout(0):REM open "c 4420 i=s/X%*10:IF i<=1 Y%=1 ELSE I%=0:W HILE g%(Y%, I%)>i:I%+=1:ENDWHILE:Y%=g%(Y% 5030 WHEN 4: PROCobdr (4. adx%, adv%, av ##A aym%, 0, 64, 0) :PROCpthm(x-s(1), y-s(1)
/SQR(3)) :PROCpthm(x, y+2*s(1)/SQR(3)) :PRO
Cpthd(x+s(1), y-s(1)/SQR(3)) :PROCpthd(x-s
(1), y-s(1)/SQR(3)) :PROCMout(0) :REM fille 443Ø ENDPROC 4440 DEFFNint(n):LOCALi,Z% 4450 i=LOG(n):Z%=10^(i-INT(i))+0.999999 1260 DEFFNWimpCW(b%):LOCAL H%
1270 SYS"Wimp_CreateWindow",,b% TO H%:= (1), y-s(1)/SQR(3)):PROCWout(0):REM fille d triangles 5840 WHEN 5:PROCphdr(5,adx*,ady*,ax m*,aym*,0,0,54,0):PROCptha(x-s(2),y-s(2)):PROCpthd(x-s(2),y-4460 IF Z%>=10 =1 ELSE =Z% HA
1280:
1290 DEPPROCWIMPSSAVe:LOCAL A%,B%,C%,D%
1300 Ib%=SAVeAbs.b%;4=0:SYS~Wimp_GetIco
nState",b%
1310 b%;32=SAVeAbs%:SYS "Wimp_GetWindowS 4480 DEFPROCinitfonts 4490 Maxfont=100:afsize=10:sfsize=8:tfs 430 menuptr%!0=flg%:menuptr%!4=subptr% 430 menuptri0=flg:menuptri4=subptrimenuptri8=se07000021
440 IFLEPT\$(text\$,1)="\$"THEN
450 | menuptri8=se4
460 menuptri8=se4
460 menuptri8=se108
470 i%=INSTR(text\$,"(")
480 IFI%>0THENIA=VALMID\$(text\$,i%+1):
text\$=LET\$(text\$,i-1)ELSEL%=12
490 menuptri812=EVALMID\$(text\$,2)
500 menuptri812=EVALMID\$(text\$,2)
500 menuptri816=-imenuptri20=L%
510 text\$=STRING\$(L%,"")
520 REMIF v%<20 THEN v%=20
530 ELSE
540 IFLEFT\$(text\$,1)="!"THEN
550 text\$=RIGHT\$(text\$,LENtext\$-1)
560 imenuptri8=608
570 ENDIF 4500 DIM font%(3,3), fonts(Maxfont), font buf Maxfont*32, axmf 28+24*Maxfont, timf 2 squares 5050 tate",,b%+32 1320 A%=b%!36+b%!8:B%=b%!48+b%!12:C%=b% 8+24*Maxfont, scmf 28+24*Maxfont, afi 12, t WHEN 6: PROCphdr (17, adx%, ady%, a xm%, aym%, Ø, Ø, Ø4, Ø):PROCPthm(x+s(3), y):FO R I%=1 TO 16:PROCPthd(x+s(3)*cf(I%), y+s(3)*sf(I%)):NEXT:PROCWout(Ø):REM filled " fi 12.afi 12
4510 \$axmf="Axis Font":axmf!12=60A07020
7:axmf!20=4:axmf!24=0
4520 \$timf="Title Font":timf|12=60A07020
7:timf|20=44:timf|24=0
4530 \$scmf="Scale Font":scmf|12=60A0702
7:scmf|20=44:scmf|24=0
4540 nfonts=0:P%=0:a%=axmf=20:a%=scmf+2
8:t%=timf+28:W%=0:p%=fontbuf
4550 axisfont=0:titlefont=0
4560 \$YS*Font_ListFonts",,p%,F%,-1 TO ,,F% 136+b%!16:D%=b%!48+b%!20 1330 b%!8=A%:b%!12=B%:b%!16=C%:b%!20=D% 1340 b%!24=0:b%!28=0:b%!32=&7FFFFFF:b%! 36=&7FFFFFF 1350 b%!4=5:SYS"Wimp_DragBox",,b% ENDCASE NEXT 136Ø ENDPROC 5070 NEXT
5080 NEXT
5080 NEXT
5090 ENDPROC
5100:
5100 DEFFROCfit(x0,y0,x1,y1):LOCAL I%,x
m,ym,num,denom,x1,y1,m:xm=0:ym=0
5120 FOR I%=1 TO nxy%(gr%):xm=xm+XL(I%)
:ym=ym+YL(I%):NEXT
5130 xm=xm/nxy%(gr%):ym=ym/nxy%(gr%)
5140 num=num+(XL(I%)-xm)*(YL(I%)-ym):denom=denom+(XL(I%)-xm)*(YL(I%)-ym):NEXT
5150 m=num/denom
5160 REM Find intersactions with bounds 1370 DEFPROCWimpDoSave (fns. T%) 1370 DEFROCKINDDOSAVE(IN), TS)
1380 SYS*Wimp_GetPointerInfo", b%
1390 b%120=128:b%132=0;b%136=1;b%140=b%
112:b%144=b%116:b%148=1b%:b%152=b%14
1400 b%156=0;b%160=T%:\$(b%+64)=fn\$+CHR\$ 1410 SYS"Wimp_SendMessage", 17, b%+20, b%! 40,b%:44
1420 ENDPROC
1430 DEFPROCWimpAckSave:b%:16=3:SYS"Wim
-4Magaage",17,b%,b%:120,b%:24:ENDPROC IFLENtext\$<=12THEN 58Ø 590 \$(menuptr%+12)=text\$
ELSE I%=FNworkspace(LENtext\$+1):\$ Side memindenom

Side REM Find intersections with bounda

ries (left, right, bottom, top)

Side xetart=0:ystart=0:xend=0:yend=0

Side yi=ym**m**(x>-m):IF yi>=y0 AND yi<=y1 THEN xstart=x0:ystart=yi

Side yi=ym**m*(x'-xm)

Side yi=ym**m*(x'-xm)

Side IF yi=y0 AND yi<=y1 THEN

Side IF yi=y0 AND yi<=y1 THEN

Side IF xstart=0 AND ystart=0 THEN xstart=x1:ystart=yi ELSE xend=x1:yend=yi

Side IF xi>xd AND xix1 THEN

Side IF xi>xd AND xix1 THEN

Side IF xstart=0 AND ystart=0 THEN xstart=x1:ystart=yi ELSE xend=x1:yend=yi

Side ENDIF

Side ENDIF menuptr%!12=I%:menuptr%!16=-1:me nuptr%:20=LENtext\$+1
620 menuptr%:8=menuptr%:8 OR &100
630 ENDIF 1450 DEFPROCHOURON: SYS"Hourglass On": EN 1460 DEFPROCHOURSmash: SYS"Hourglass Sma 640 IFLENtext\$>w% THENW%=LENtext\$ 650 ENDIF sh": ENDPROC nt=F%-1 65Ø ENDIF 66Ø menuptr%+=24 67Ø ENDPROC 68Ø : IF RIGHT\$(\$p%,4)="Bold" titlefon 1480 DEFFNGetStr(n%):LOCALn\$ 1490 IF ?n%<32 =n\$ 1500 REPEAT:n\$+=CHR\$(?n%):n%+=1:UNTIL ? 1500 REPEAT:n\$+=CNR\$(?n\$):n\$+=1:UNTIL ?
1\$
1500 DEPPROCPUEST:(n\$,n\$)
1520 n\$+=CHR\$0:LOCAL I\$
1530 FOR I\$=1 TO LER(n\$):?n\$=ASC(MID\$(n\$,1\$)):n\$==1:NEXT
1540 ENDEROC
1550 :
1550 DEPPRICAT(n\$):LOCALI\$
1570 \$\$\frac{1}{2}\text{LIFMING}\$\text{LIFM p%+=L% SYS"Font_ListFonts",,p%,F%,-1 TO 690 DEFFNworkspace(L%):DIM L% L%:= L% , 78%
4650 ENDWHILE
4670 axmf|16=12+W**16:timf|16=12+W**16:scmf|16=12+W**16
4680 aki-24=aki-24 OR &88:ski-24=ski-24
OR &880:tki-24=aki-24 OR &880
46590 scalefont=axisfont
4780 FROCWimpTick (axmf, axisfont)
4710 FROCWimpTick (axmf, scalefont)
4720 FROCWimpTick (timf, scalefont) 710 DEFFNmpar(sep\$) 720 i1%=i%+1:i%=INSTR(menu\$+sep\$,sep\$, 730 =MID\$(menu\$, i1%, i%-i1%) 5250 ENDIF 5270 xi=(y1-ym)/m+xm 5280 IF xi>x0 AND xi<x1 THEN xend=xi:ye 1550 EFFNLeaf(n\$):LOCAL1%
1570 i%=LEM(n\$):WHILE 1%>0 AND MID\$(n\$, i%,1)<>".":1%-=1:ENDWHILE
1580 =MID\$(n\$,i%+1) 740 : 750 DEPPROCWimpTick(b%,n%) 760 b%1(28+24*n%)=b%!(28+24*n%)EOR&01 770 ENDPROC nd=y1 5290 ENDPROC

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PUZZLE PAGE

A LITTLE SUM-THING

This puzzle is from BAU reader Ian Gleghorn of Seaham, Country Durham who receives £20 for his troubles. Consider the small spreadsheet on the right. It consists of four columns A-D and four rows 1-4. In the top left cell is the constant value 3. All the other cells have their values determined by the equations shown. For example, D1 has the value 2*A1 which is 6. What is the value of cell D4? And what number must be entered in place of the 3 at A1 for the value of D4 to be zero?

Dept.	A	B	C	D
1	3	B4+C4	(A4+B4)/A3	2*A1
2	A1+D1	A3+C2	A1+2	(B1/C1)+6
3	A1+1	(B1+A4)/C2	D2/C2	C2*(A3+B4)
4	D3-A2-B2	D1-5	(B2/A1)+A3	(D2+C3)/A1

VOWEL TROUBLE

Below is a list of six-letter words. At least, they were sixletters but due to an oversight the vowels have been missed out. As you can see, each word originally contained four vowels, so can you reconstruct them? Short clues are provided.

TP	Paradise	RL	Antenna
RP	Land mass	QT	Balance
GN	Lizard	LS	Negotiate
CC	Flowering plant	DN	Element
NS	Sickness	BG	Dance
NS	Discomfort	LG	Alliance

MAY'S SOLUTIONS

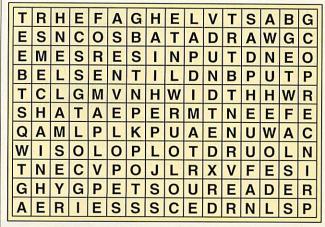
Hex-travaganza

((((&7D + &6A) - &3B) OR &B6) AND &F8) EOR &E4) =

Back-words

RATING from DIGNITARY, SENORA from BARONESS, TARGET from INTEGRATE, FITTER from PRETTIFY, SECEDE from PREDECESSOR, SILAGE from LEGALISE. Other solutions were available.

KEYWORD SEARCH



How many Basic keywords can you find in the grid above? They may run in a straight line in any direction including diagonally. We found 40 - how did you get on?

25

Send your entries to BBC Acorn User, 20-26 Brunswick Place, London N1 6DJ to reach us by Friday June 12 1992. Photocopies of your solution are acceptable. The solution (and winner) will be published in the August issue. The winner of April's crossword (answer shown right) is Mr Prinner of Millon. Chambers English Dictionary, 1988 edition, is recommended.

BBC ACORN USER CRYPTIC CROSSWORD

Across

- 1,5 Ernie's choice? (6,6)
- 9What holds up those wonderful buildings? (15)
- 11 Stuck in the slammer? Use Samson's tricks! (5)
- 13 Treasurer loses royal pouch (5)
- 14 Alternative keyword (4)
- 16 Mother vessel? (6)
- 17 Mushy peas found in church recess
- 19Uniform made from material of questionable quality (5)
- 20"Cash on delivery, egghead! ...or it gets broken!" (4)
- 21 Let those in class know (6)
- 23 Process 1 part in 18 (4)
- 25 It's unpleasant and not totally legal!
- 27 Short verse rhymes (5)
- 29Might this help learner face menu structure? (9,6)
- 30 Pity about road worker... (6)
- 31...worker who met horrible end on motorway after starting to hum song! (6)

Down

- 2 Shorthand? Habsolutely! (9)
- 3 A game with runs (5)
- 4Use Macintoshes occasionally for such homework (5)
- 5 Indifferent, heartless, nervy? (6)
- 6To offend or "end up inside" is a mistake (5)

- 7 A track for climbing up (6)
- 8 The key to freedom (6) 10Looking back, Jools Holland debuted in this! (4)
- 12"10+10" stretches spaceman to limit (6)
- 14 Arm oneself in a fit of pique (5) 15 Section of span over railway is a
- smooth curve (6) 18Carelessly reproduce section of
- program (9)
- 20 Heads meeting (often around tables) (6)
- 22 I hold game up to set course (6) 23 Slanderous comment found in musical work (4)
- 24To serve all your Masters' needs? (6)
- 26 AU's number? (5)
- 27 A definite thank-you letter (5) 28Respond to touching

performance (5)



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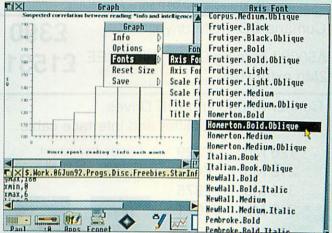


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video digitiser is perhaps the ultimate input device for an Archimedes. With its high resolution display and powerful number crunching abilities, the Arc is perfectly suited to image manipulation, not to mention the fun of adding TV scenes, or shots of friends and family, into your Paint files.

A video digitiser will take a TV screen image and convert it to a form suitable for display and manipulation on a computer. It does with live video signals what a scanner does for photographs. However, unlike scanners, video digitisers are pretty simple affairs, without the need for expensive optics, paper feed and so on, providing a way into image input that is immensely affordable.

A digitiser can 'grab' frames from most video sources into memory and display them on the screen to be stored, printed, or manipulated like any other sprite. Of course, any video digitiser requires a source of video signals to digitise. You cannot simply connect up your TV aerial to a digitiser because it requires a different kind of video signal. However, pictures from broadcast TV can be grabbed by using a video recorder: most models have a composite video output of one kind or another. Satellite TV receivers, on the other hand, produce exactly the right composite video signals for grabbing pictures 'off air'.

Both of these methods are fine for a while, but you are still at the mercy of the broadcasters and can only grab what they provide. The ideal solution is to invest in a video camera of some kind and the watchword here is quality the better the camera is, the better the digitised images will be, whether you are talking about colour or monochrome cameras and we will examine some of the options in more details later on.

The digitiser itself samples the video signal at high speed, storing a value equivalent to the brightness at that point in the Archimedes' memory, for display on the screen. The quality of the grabbed image depends on the resolution of the stored image and the number of grey shades, or colours, available for each pixel.

Of course, just as important as the hardware is the software which drives it and makes use of the images obtained. The usual technique is to convert the video images into sprites, monochrome or colour, alter them using an art package such as Paint and finally use them - for instance in a desktop publishing package.

To see this in action, we tested out two digitisers for the Archimedes. Vision is the latest mono digitiser from HCCS and Vidi is a colour digitiser from Rombo.

VIDI £149

The Vidi card is a colour video digitiser. All this means is that it grabs three frames one after the other, looking only at the red, green and blue content in turn. But this does require extra circuitry and puts the price of the Vidi up to £149.

However, it is still simple to fit and use. This is a half-width podule which fits into any empty slot. The card produces no message on a *Podules command, but a blank line on the listed expansions proves that all is well.

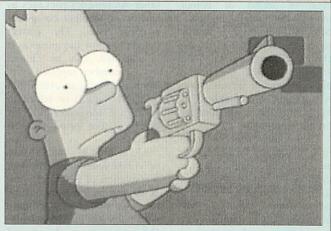
At the rear of the podule are three controls for brightness, saturation (colour) and contrast. It must be said that the saturation control seemed to have little effect on the signal when the review module was tried. Also on the back panel are two input sockets - a phono connector for composite video and an S-VHS terminal - and a trigger socket (for external triggering of the frame-grabbing process).

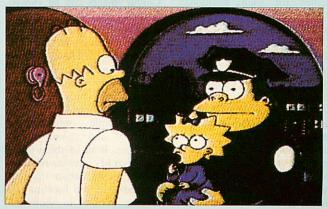
The advantage of the S-VHS terminal is largely theoretical. Little difference in the quality of grabbed images was found when feeding the two sockets. The board is well made, the only small problem being the special side pieces, which must be bolted on to the Archimedes case.

The software for the Vidi card is on two disks. The first has three applications - Vidi, BVidi and Colour - a complete System directory with three special Vidi modules, some pre-prepared palettes and some examples sprites. The second disk contains a slideshow program for displaying your grabbed frames and further

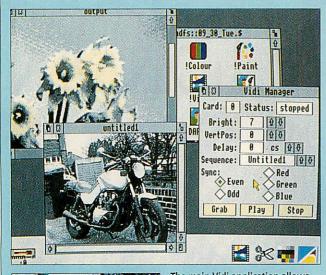
Your video or television screen can be an abundant source of images. Malcolm Brown takes a look at two digitisers for the Archimedes

VISION & VIDI





Vision (top picture) and Vidi (lower picture) are two digitisers that can work with the Archimedes. Vision works in mono, whereas Vidi is colour, but both can grab images of either a video or satellite TV screen





The main Vidi application allows manipulation of image brightness and the colour palette (above). BVidi and Colour (left), both written in Basic, are designed to operate in a similiar way to video recorders, and provide Vidi with simple monochrome sequence and colour image grabbing

examples. The Vidi application is the heart of the system. This allows quite a sophisticated level of control over the grabbing of mono or colour images. All images are grabbed in sequences - either sequences over time of monochrome images or sequence of red, green and blue images for colour work. All images are grabbed as mode nine sprites which rather limits their quality.

The number of monochrome images, that can be grabbed at any one time, depends on the memory in your Arc but, roughly, you can fit around a dozen frames into a 1Mb machine and a further 21 frames for each additional megabyte that is added on to your machine.

Colour sequences will always consist of just five frames - the image you see, the three colour component images and the output image created from them.

The Vidi application opens a desktop window which allows the brightness of the image to be manipulated from software, as shown in the shot above, either odd or even interlaced frames to be grabbed and single colour component frames to be grabbed. Brightness can also be altered using the hardware controls on the card's back panel.

Grabbed frames can be saved to disk or exported to other Archimedes packages as sprites, or to other computers as Tiff files. The correct palette to show the image as it is intended, can be chosen from a number supplied (giving images with an overall tint or a grey scale) or edited to your own requirements. This palette is then saved with the image.

Monochrome images use only a 16-level greyscale with a resolution of 320×256 - too small for real quality. Much better is the colour grabbing with 640×256 in 256 colours. Colour images can be viewed in their red, green and blue component form or as the complete image. Indeed, you can regrab individual components to 'touch up' a picture.

The other two digitiser applications provided take over the Archimedes and provide simple monochrome sequence and colour image grabbing. Both of these operate much like a video recorder with a record button to grab the sequence and forward and reverse buttons to view the next or last frame in a sequence.

There's also a brightness

control, a magnifying function and you can select one frame of a sequence or one component of a colour image. The Vidi package provides a complete range of control for the Vidi hardware, from the complex Vidi application program right down to the SWI calls that you can use for writing your own software (the BVidi and Colour applications are, in fact, only Basic programs themselves).

With the motivation, there is not much that the Vidi card cannot do, but the results are not always as wonderful as the examples given on the disks. This can usually be put down to the lighting of a live subject - which is always difficult to get just right - or just the basic quality limitations of video recordings.

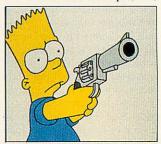
Monochrome grabbed images are slightly disappointing but, with a good video signal, the Vidi digitiser provides an excellent source of quick, high quality and, above all, fun colour graphics for any Archimedes user.

VISION £49

Vision is both a simple product and a remarkably cheap one. Using this card, it is quite possible, with a bit of hunting around, to put together a complete camera and digitiser package for about £100.

The Vision card is a halfwidth podule and it doesn't have a lot on it - but apparently there's enough. This digitiser only works in mono and a single phono socket on the back panel lets in the composite video signal.

The software supplied with the Vision card is simple, too,



Vision can produce a colour picture. Simply trace around the original sprite using Draw, then add your own colour to the image

with the bare minimum supplied on one disk. One application, Vision, is all that is provided, apart for the manual supplied on disk as well.

The application produces a desktop window showing the video signal, continually grabbed at a rate of about once a second. The image is grabbed by selection from a menu and

CONNECTIONS

The different video signals are to be found on different equipment in different sockets. Composite video signals are available from video recorders, camcorders and closed-circuit TV cameras, either on phono sockets or Scart sockets. Scart sockets also provide video in connections and stereo audio conections (both in and out) but these do not concern their connection to video digitisers.

The S-VHS signals of chrominance and luminance are found on certain top end TVs, S-VHS video recorders and S-VHS or Hi-8 camcorders. The S-VHS sockets is standard across all this equipment. Digitisers usually have

RED RED GROUND PHONO

either phono or BNC sockets to input composite video or an S-VHS terminal for these signals. Leads to connect your equipment to the digitiser are easily made up according to the pinouts of the common output sockets given.

A few digitisers can also take RGB signals. These are found on a few items of specialised equipment (certain MAC satellite receivers, for example) either as separate sockets for each component (often phonos or BNC sockets) or on special sockets such as the monitor socket found on the Archimedes or on the standard Scart socket.



Vision comes with one software package that does everything

VIDEO SIGNALS

There are many sorts of video signal which any video equipment, including a digitiser, might have to cope with. These are best considered in the order that they are met, as they arrive 'off air' on their way to your TV screen.

Picked up by your TV aerial (and indeed by a satellite dish) is a modulated PAL signal. This contains all the picture and sound information on a carrier frequency which you tune your TV (or satellite receiver) to. This signal is not suitable for digitisers.

Your TV demodulates this to give a composite PAL video signal. This contains all the picture information and is the same kind of signal that most mono computer monitors use, except the TV picture is, of course, in colour.

Next, the TV separates this into its separate components of picture brightness (luminance) and colour (chrominance). This signal combination is of the type used by S-VHS camcorders and S-terminal TVs.

Lastly, these signals are combined and separated to give the three signals directly controlling the red, green and blue 'guns' in your TV. Such RGB signals are used in most high-resolution computer displays (including the Archimedes).

It is these last separated components which are stored in the Arc's Ram when a picture is digitised. The further down this chain you produce, store or sample the signals, the better the quality of the image as less processing is performed on it.

this operation is itself rather unpredictable. Because of the amount of time that the computer spends attending to the image, the task involved in getting the right image is rather tricky – by the time you see the scene that you want on screen, and the software has responded to the mouse, the moment has gone.

Brightness and contrast are controlled from software with the same menu and the continuous image is displayed in a low resolution form - for speed! When grabbed, this is converted to a higher quality 640×250, 256-greyscale sprite and it must be said that the results are pretty impressive. Even from standard VHS videos, useful images are simple to grab.

One problem is that the Vision card misses off a small portion of the top of the 'broadcast' picture. However, this rarely really matters to the final image. The final sprite can then be saved to disk in the normal way and exported to applications for art, DTP or whatever. The attraction of Vision is its simplicity. This is also part of its downfall. There is no information on how to use the podule in your own programs, or in any other way than the straightforward application that's supplied.

However, HCCS does promise a module to enable users to operate the podule with *commands and SWIs. This will be available at a nominal extra cost. Also promised soon is a colour upgrade for this monochrome board.

Even in this simple form, the Vision board has a lot to recommend it. The quality of images produced is good - not of photographic standard but that's largely down to the constraints of the video source. This is about as good as you're likely to get on the Archimedes. What's more, there is no denying the cheapness of this product.

For this money you can afford to take a gamble especially when the odds are so heavily in your favour.

WHAT CAMERA?

Using your own video camera is one way to guarantee control over the images that you use, regardless of the type of digitiser. In fact many Archimedes owners will already have a reasonably high quality video camera – a domestic camcorder can produce the right signals for connection to a digitiser. Recorded or live shots can then be fed from the camcorder to the digitiser in the same way as those from a video recorder.

If you don't have a camcorder, monochrome closed-circuit TV cameras can be bought quite cheaply. These are usually used for watching the front door from a back room, and the like.

Look through the ads in hobby electronics magazines, such as Electronics Today International. Secondhand and surplus stock surveillance cameras from the likes of Bull Electrical and RTVC can also make good video sources for Archimedes digitisers and these can typically cost around £80 a time.

For this review, a NV-S7B S-VHS camcorder was used along with a secondhand surveillance camera (picked up for £55) and an assortment of domestic VHS VCRs and satellite TV receivers.

Whatever the video source off air TV, satellite, tapes or camera - a video digitiser opens up a whole new world of graphical input for the Archimedes.

PRODUCT DETAILS

Product: Vision Supplier: HCCS Address: 575-583 Durham Road, Engine Lane, Low Fell, Gateshead, Tyne and Wear NE9 5]] Tel: 091-487 0760 Price: £49 (£59 for A3000 external podule) Machines: All Archimedes, BBC A3000

Product: Vidi-Archimedes Supplier: Rombo Address: Baird Road, Livingston, Scotland EH54 7AZ Tel: (0506) 466601 Price: £149 Machines: All Archimedes, BBC

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ew business packages are a rare event in the Acorn world and so it was refreshing to hear that Pres was launching a newcomer in this field. However, Micro Trader is not a completely fresh face, but rather an suite of programs based on Pres' original packages. Now it has been adapted to take full advantage of Risc OS.

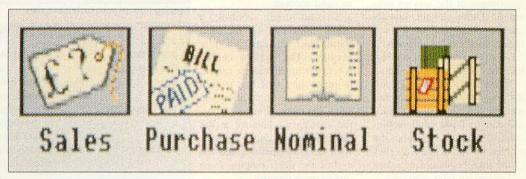
Micro Trader is made up of four modules: Sales Ledger, Purchase Ledger, Nominal Ledger and Stock Control. Also on the way are two additional modules called Mailer, available in the near future, and Payroll, which is still under development.

Each module can be used as a stand-alone application or with the other modules. If used collectively, the modules are fully integrated so when an entry is made in one module, Micro Trader will fill in the appropriate entries in another module, in keeping with the double entry book-keeping system. In addition, if the entire system is used, then full VAT accounting is available and the Nominal Ledger module provides the facility for the production of a Trial Balance, a profit & loss account and a balance sheet.

MULTI-TASKING

The modules take full advantage of the Risc OS multitasking facilities and it is possible to have many windows open simultaneously on the screen and move from one operation to another. All four modules fit onto one floppy disc and so the system will operate without disc-swapping. Pres claims that it will multi-task on any Archimedes, including the A3000, and only 1Mb of Ram is needed.

6 B Sales Account ♦ Browse ♦ 1003 Find Account details:-R.J. Smith & Co. Statement period start: 1 Long Lane Settlement Disc: 0 Westbury Avon Settlement Period: 30 days BS20 8RR 569.51 Credit Limit: 2,000.00 Total balance: 1 Month:-3 Months:-2 Months:-Cur. Month:-0.00 0.00 Cancel O Update O New Act O Delete O Print OK Inside the sales ledger



Sales, purchase and nominal ledgers, plus stock control, all come into the domain of Micro Trader. Roy Smith audits the latest all-in business solution for the Archimedes

In modes 12, 15 and 20, some of the windows are almost as large as the screen. Although you can use the conventional back icon, you cannot actually adjust the window size. For multi-tasking, windows have to be dragged off the screen. However multiwindows are possible in mode 102, or something similar.

All printing is done through the Risc OS printer drivers and the various accounts and documents can be viewed using Edit or a DTP application.

When you Select the MicroTrader icon, the control panel will appear, providing access to all the different modules. The working date is the current date by default, but by clicking on the Working Date box a dialogue appears enabling the date to be changed. The same batch number is allocated to each transaction in one session - a session being defined as every time the computer is switched on or the working date is changed. It is useful for locating small groups of items and for cross-referencing.

The Final box is used for the end of year procedures and the Maintain box allows you to changes the VAT rate, details of the person using the system and security information.

By clicking on the appropriate icon, such as Sales Ledger, and then extending the arrow on the Transactions option, a further dialogue box appears offering several choices. A click on the appropriate item will then throw up a window and the function can be performed - such as preparing and printing an invoice or credit note, recording a cash sale, entering a payment, preparing and printing a statement or making an adjustment. A similar approach is used throughout, making the whole system almost entirely menudriven.

BUSINESS USERS

If a user merely needs to prepare invoices and statements, it could be possible to use the Sales Ledger in isolation. However, to make use of the double entry system, the Nominal Ledger is needed. This can provide a record of cash received, enabling a cashup procedure and an analysis of sales. However, many small to medium businesses will require the additional benefits

provided by the whole fourmodule system.

Although there are too many functions to describe each module in detail, the general philosophy of the system can be shown using the Sales Ledger, assuming that the other four modules are in use.

INSIDE THE MODULE

Two default formats are available for sales invoices: one is designed for businesses that sell items from stock and wish to use the Stock Control facility, while the other is aimed at those that need to include a description of the service provided. These default layouts can be changed, but it is a rather complicated process the Pres Product Support Service may offer assistance here.

When an invoice is set out, the account number is entered and the VAT calculated automatically. Trade and settlement discounts can also be entered on the invoice. Copies of the invoice should be taken and stored for later reference.

So how does this relate to Stock Control? Well, by entering the stock number on the invoice, complete details of the item, including the VAT code, are located in the Stock Control. These details are then put into the invoice and recorded in Stock Control.

The double-entry of the transaction is achieved by the next stage. If you enter the Nominal Account income account number - having charged the customer the net total of the invoice - the income account is credited and the Sales Ledger Control accordingly debited.

Credit notes are produced in a similar way; the only difference, naturally enough, is that the double-entry automatic postings to the Stock Control and the Nominal Ledger are reversed. Like sales invoices, copies of the credit notes must be retained and filed.

As far as cash sales are concerned, no invoice is needed, so the cash is posted to the appropriate income account in the Nominal Ledger and recorded on the Stock Control. However, if the Nominal Ledger is not installed, no record of the cash sale is kept - this can be overcome by raising an invoice, with the transaction recorded in the Sales Ledger in a special cash sales account. Any cash that is received is credited to the customer and then posted to the Sales Ledger control, where it is added to the cashin-hand account

To aid credit control, a credit limit can be included within each customer's ledger account. The system checks whenever an invoice is raised, to make sure that it is within the given limit. In addition, the sales payment window shows the customer's balance at the last statement date, together with later transactions and the age of the debt, ranging from one to three months.

No date information appears in the Sales Payment window (or, for that matter, the purchases payment window). The entries are made with the default date which, if not adjusted, is the date on which the entry is made. If another date is required, the working date option on the control panel has to be changed. All other working windows show the date, with the option available to change this before making the entry.

Statements should printed on a regular basis, at the period end. You have the choice of sending them to individual customers or to all customers with an outstanding balance. The period that the statement covers is defined whenever you set up a new customer account.

An important part of the program is a facility to make corrections but there are only

5 8 Credit Sale Invoice Recount: 1883 | ♦ Browse ♦ Find Hominal: 149 Browse \$ Find Name: R.J. Smith & Co. Name: ACCOUNT SALES Invoice No: 337 Hestbury Customer's Order No: Invoice Date: 13.03.92 BS20 8RR It Code Description Qty Value Dis Net Amount V Discounts:- Trade: 0 % 0.00 Settlement: 0 % 0.00 8.80 Invoice: 0.00 Vat: Totals:- Goods: Cash received Cancel

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Micro trader can cope with an annual turnover of £21 million, 9,999 transactions per month, and offers ten variable VAT rates

eight characters supplied for recording the reason for the correction. One way around this that is suggested by Pres, is to enter an opposite transaction to cancel out the incorrect one. You can then re-enter a correct version.

REPORTS

This type of application needs to be capable of providing reports at the drop of a hat and, Micro Trader duly complies, by offering a selection of reports: details of all of the accounts, audit trails, account reports giving all transactions for a specified customer, aged debtors - which gives all Sales Ledger Accounts showing break down in periods of age and 'good' debts - and finally, all customer statements.

Once every calendar month, the period end routine must be run after a routine back-up. A printer is essential for this operation. It prints out an audit trail of all stored transactions, then a listing of all accounts showing opening and closing of balances and transactions for each account. This listing is very important and should be kept on file and stored safely as it is an essential record for commercial, legal and audit purposes.

The reason I have stressed the need for both a back-up and a hard copy, is down to the nature of the Period End routine. Transactions relating to the current month are retained on disc, whereas all other transactions are deleted. So any enquiries about the deleted period will need to be referred back to the hard listing.

The Purchase Ledger details of purchases of goods or services for resale or use in the business and expenses that are paid for against an invoice (on credit). Expenses paid for in cash are normally posted direct to the appropriate account in the Nominal Ledger.

The Purchase Ledger, like the Sales Ledger, interacts automatically with the Stock Control and the Nominal Ledger. A purchase invoice can be allocated to any stock or expense account (including acquisitions of assets) and then sub-divided into departments or categories.

However. only whole invoices can be allocated, not part invoices so, if you need an

CHOOSING YOUR MODULES

The average home user will not need to keep individual accounts for debtors or creditors - or at least one would hope not! In this case, the accounts can be kept using just the Nominal Ledger. This will keep track of cash and banking details, analyse income into the sources and expenditure into whatever categories are preferred.

Depending on their products, cash retailers may not need the Sales Ledger or Stock Control module, whereas many other small to medium business users will be best off with the whole system.

analysis, a separate dummy invoice is made for each department or expense item.

Normally the supplier's own statement will be available, but the system must also produce internal statements in order to comply with the period end routine. As with the other period end routines, the details that are removed from disc will be available in the period end listings, (and on your back-up disc) for future reference. Remittance advice can be printed to accompany payments and VAT, and trade and settlement discounts are accounted for.

STOCK CONTROL

Each item of stock can be identified by a reference name or number of up to eight characters. The stock record for each item contains the following: a 24-character description: a department code, a product-type code, a supplier's purchase ledger account number, re-order level, VAT code, the current cost price, the average cost price per item, the selling price, the quantity in stock and finally the turnover. There are many useful reports available, as shown in our screen shot of the stock menus derived from the control panel. The period end routine for stock control is, once again, performed monthly.

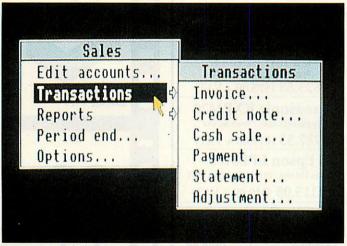
NOMINAL LEDGER

This ledger is at the heart of the system and holds the complete account records of the business. The accounts are divided into the usual four groups – income, expenditure, assets and liabilities, and each group has up to 100 separate

THE PC COMPARISON

Comparing Micro Trader with available accounting programs of its size, and consequent limitations, most of which are only available for PCs, it comes most favourably out of the comparison both in terms of performance and price.

It is powerful, flexible and certainly a pleasure to use. There is the added benefit that the Arc's desktop windows are in a different league to the much-publicised Windows on PC systems!



Keeping track of all transactions is the key to good accounting

accounts available. Some of these accounts are pre-defined (known as fixed accounts) and the user can add further accounts to meet their own requirements.

The original set-up of this ledger is the most important part of running the program and also the most difficult. We strongly recommend that an accountant is sought out at this initial stage as the results will, at a later stage, be falling into the hands of the dreaded Inland Revenue!

The all important bank accounts are dealt with in this ledger. All monies received (cheques or cash) are initially posted to the cash-in-hand account and then, when the banking takes place, this amount is transferred to the bank as a separate transaction.

One part of this module that is particularly suitable for retail businesses, is the cash-up facility. It allows for cash received, deductions for cash expenses and any banking of the balance to be recorded in a single process.

The VAT control account is also in this ledger and the routine takes place from the beginning of the current VAT quarter. Pres actually offers an assurance that the system has been examined by a Customs & Excise Inspector, who passed it as suitable for VAT accounting requirements and for Retail Schemes A and F.

Menu facilities for the inclusion of accruals and prepayments are provided at the beginning and end of each period. Depreciation can be calculated and entered on a monthly basis, and interim

profit & loss accounts can be produced at any time, for example once a month, to show the progress of business. Departmental accounts can also be produced.

Once again, the period end routine must take place monthly. The audit trail is printed, followed by a list of all transactions, and finally all the previous month's transactions are deleted from the disc and the balances are brought forward. It is essential that these printed listings are carefully filed.

The final accounts, profit & loss account and balance sheet, are produced by choosing the Final icon on the control panel.

FEELING SECURE

After installation, the user's name is entered, which triggers a prompt for a security code. This can be obtained from suppliers over the telephone and the system manual will be sent to each registered user. A further final accounts code is also supplied to give restricted use to the final accounts section in the Nominal Ledger module.

The program will run without the security code but only for ten sessions before it freezes! This means, of course, that the system can only be used by one registered user. If the user has more than one business or is a professional accountant wishing to put more than one client on the system, he can apply to the suppliers for additional security codes which are available at £80 each.

This package was obviously designed by someone with

experience at the sharp end of book-keeping and accounting for the small to medium business. Providing it is used according to the carefully laiddown instructions, it will do the task that it is designed for very efficiently.

The system manual is excellent – for instance, a data disc logging sheet outlines the routine for disc backup mentioned above. It is both comprehensive and easy to follow and is supplied in a strong ring binder. Also supplied is a green card which provides a useful quick guide to entry procedures for the more common transactions.

There are a couple of minor bugs, relating to the annual turnover report and the fact that the audit trail batch report displays the current batch number only. However, alternative solutions to this are offered in the note with the current version.

One bonus is that a product support scheme is available free for the first month to help you to find your feet. A free demo disc is on offer direct from Pres. The advice must be: if you are a potential business user, obtain a copy and discuss with your accountant whether it will fulfil all the requirements of your particular business – the system is constructed in such a way that it should be easily adaptable.

Like all accounting systems of this size, transactions need to be regularly deleted from the disc. This involves an end of period routine, when the discs are backed up and also a hard copy of transactions is filed. Any adjustments made by the user should be given adequate references in the eight-digit box provided, and explanatory notes then filed as part of the permanent accounting records.

PRODUCT DETAILS

Supplier: Pres Ltd
Address: PO Box 319, Lightwater, Surrey GU18 5PW
Tel: (0276) 72046
Prices: Complete system (sales, purchase, nominal ledgers and stock control) £279.00, modules £79.95 each, Mailer £49.95,
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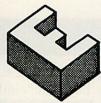


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ne of the most practical applications that Clares has published to date to be Titler. has Although it is primarily aimed at the video enthusiast, who can use Titler to add text and graphics to standard videos, Titler can also be used on its own to produce impressive demonstrations complete with graphics and music. To use the software as a video tool, you must have a suitable genlock board fitted to your computer.

Titler comes supplied on two disks. The first disc, suitably named Titler, is used for creating screens that can contain both graphics and text. The second, called Sequencer, is used to link those screens and create a sequence of pictures and/or animations in just about any style that you like.

Upon loading the software, you are greeted by a small main menu containing six icons and a longer grey rectangle situated below. The icons denote File Information, Fonts, Text Formatting, Effects (FX), Colours and Tools.

THE SCRIPT

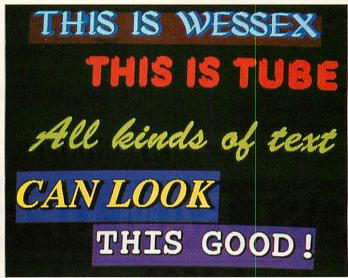
The grey rectangle acts as an entry box which, when clicked on, allows access to the Script editing screen. Entering text can begin immediately using the default font, size and colour. These options can be changed very easily, either by returning to the main menu or by making use of the keyboard shortcuts (a function keystrip is provided). The Script editing screen is initially black, but any of 11 other colours can be used instead.

Pictures created using art packages can also be used as backdrops for your text and can be imported from Atelier, Pro Artisan, Render Bender or as Draw files or sprite files. Finished work can be saved in these same formats or as a Titler script or format file.

Text is entered at the cursor position and can be moved around the screen until it is fixed by pressing the Select button. Blocks of text can be built up in this way and each block can be assigned a different font, colour or size before fixing. Kerning - reducing or increasing the space between letters - is a useful inclusion, and this really comes into its

WHAT'S IN A

A new package for video users allows the Arc to make its own contribution to the small screen. Peter Clements investigates



Titler offers a wide range of fonts and effects

own when using large characters, as at this size the gaps appear wider than ever. Titler allows you to kern up and down as well, which is ideal if you want a rippled text effect.

Titler uses outline fonts and these can be fully anti-aliased even at very large sizes. This is because the emphasis here is on visual presentation rather than providing a standard desktop application such as DTP. Text can be fully justified, positioned left, right or centred and coloured in any one of 12 colours, three of which are user-defined. The intensity of each of the colours can also be changed and a useful touch here is the ability to alias the main text colour which might be red at full intensity - to the outline colour, which can either be a darker red or a different colour altogether. A range of special effects are provided with Titler and these include Drop Shadow, Underline, Rubout, Background and Slowprint. All of these can be active at once although you might not need them to be.

Drop shadows can make all the difference to a good looking block of text and can be offset and assigned any colour, again with the ability to increase or decrease the intensity. Underlines can also be coloured, the height changed or even the shape altered at the end of a line.

When in Rubout mode any text typed at the prompt appears on a chosen background colour or box, the height of which is not adjustable. This is useful if you want your text to really stand out over a video image.

Perhaps the most interesting option available from this menu is Slowprint. This feature allows blocks of text to be

displayed one letter at a time. It is therefore possible to create an effect where the letters appear to be typing themselves on to the screen.

Add some other possibilities, such as the delay between each letter or line, or a Flash routine which, if used carefully, can create the effect of text fading up to full intensity, and it soon becomes apparent what a sophisticated piece of software Titler is.

SEQUENCING

This becomes even more obvious when you transport your work into the Sequencer. Pictures and animations can be dragged into the Sequencer window and displayed on the screen in a variety of ways.

Initially, the window is empty but loading a screen reveals three columns. The first shows the 'in' effect - the way that the picture is displayed when the sequence is run - the second, the filename, and the third, the 'out' effect. Clicking on the In or Out effects boxes cycles through those that are available to the user, some of which can be very impressive indeed. The program can accept Render Bender and Euclid animations, allowing the user to set both the speed and the number of times that they are displayed.

Music can be added in the form of SoundTracker tunes or Armadeus samples, so there really are a wealth of options to be explored. Sequences complete with music can be saved to disc either as files to be loaded back into the software or as stand-alone applications.

CONCLUSION

Up until now there has been very little in the way of videodedicated software available. Clares seems to have changed that. This software is packed full of useful and helpful features and is certainly going to dominate this particular area of the market for some time.

PRODUCT DETAILS

Product: Titler Supplier: Clares Micro Supplies Address: 98 Middlewich Road, Northwich, Cheshire. CW9 7DA Tel: (0606) 48511 Price: £127.62 plus VAT

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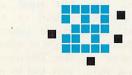
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s every teacher knows, data handling plays a leading role in the ■ National Curriculum. Not only is it one of the five strands of IT, but data handling can also make a valuable contribution to many other subject areas, such as geography or history. As a result, it is very important for primary schools to choose the right data handling software and so the search for the definitive database continues.

Based on the popular Pinpoint, the new Junior Pinpoint hopes to lay claim to this title. The new version shares many features with its older cousin, but it has been simplified in certain areas in order to suit the needs of key stage 2 children. As well as being aimed directly at this age group, Junior Pinpoint can be configured to suit the age and abilities of a particular group of children, and additionally the editor and analysis tools can be deselected.

Like Desktop Folio by ESM, Junior Pinpoint allows you to design your own questionnaire forms to collate the data. Gone are the trials of setting up a template record card and in comes a simple form, limited to one page, with designated areas to enter answers. Junior Pinpoint offers whole screen or A4 sizes of stationary. Various types of answer are allowed for, such as plain text; a whole or decimal number; yes/no; dates and multiple choice.

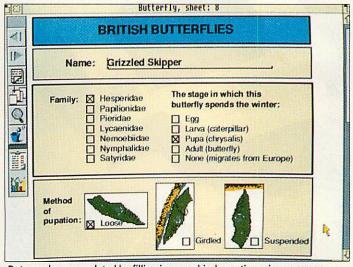
USING THE TOOLS

Several tools are used to layout the form. A pen allows the user to enter text in any outline font in any size and there is a tool to draw borders in differing thicknesses with a variety of corners. In the same way as Draw, objects or sprites can be added and positioned, altered and arranged.

To place questions on the page, a question tool is used and the type of answer is selected from a dialogue box. Question and answer boxes can be dragged and positioned at will. Once complete, the questionnaire can be filled in on screen. Alternatively, they can be printed out, as a traditional questionnaire and the data entered into the computer

THE YOUNG

Junior Pinpoint is aimed at the primary school. But will it live up to the standards set by its older cousin? Chris Drage puts it to the test



Data can be accumulated by filling in a graphical questionnaire on screen

WHY JUNIOR PINPOINT?

Although Junior Pinpoint is based on Pinpoint there are some significant differences between the two applications. The kind of statistical operations performed from the sheet view are limited and there is no analysis workbench, making it impossible to open more than one stack of data sheets at a time. Ordered choice questions cannot be created or read and standard deviation, mean and median are not available. It is also impossible to perform a sort within a sort.

However, the language and configure option of Junior Pinpoint make it better suited to young children. Junior Pinpoint is limited to 500 sets of responses per questionnaire whereas Pinpoint can handle much larger files, multiple sheet questionnaires and has no size restriction of A4 or whole screen.

Junior Pinpoint is aimed at primary children, demanding a level of understanding relevant to years 2-6. Pinpoint, however, addresses data handling requirements of the National Curriculum for mathematics, key stages 3-4. We reviewed Pinpoint in our December 91 issue.

at a later date. Once the facts and figures are collated, they can be manipulated to your heart's content and all data analysis is performed from a spreadsheet view of the file. Fields can be selected, deselected, searched, sorted and so on. Statistics are limited to largest, smallest and average and graphs to frequency, percentage and culminations of these. Graph styles include pie, bar, line and scatter with optional 3D effects and grid lines.

By plotting one graph at A4, another can be plotted and placed beside it, still leaving space for a report. Although children will need some practice to get the best out of the analysis section, familiarity with Risc OS will help and some interesting presentations can be achieved.

There's no manual as such, just a guide book full of illustrated examples for children's use. Pages can be photocopied worked through sequence or individually, but children need to be reasonably fluent readers. The idea is excellent as it means that even reluctant teachers can enjoy the hands-on tutorial.

SUMMARY

Setting up the questionnaire, entering questions and their data type and data entry is very easy indeed. Analysis and presentation is more complex but as everything can be de-configured and only introduced when children are ready, few problems are likely to arise.

Although a number of systems are already available for the Archimedes - Datasweet, Junior Database and Keynote are all well known none of these apply to as many strands of IT capability as Junior Pinpoint.

The result is a software tool well-suited to primary school use and one of the few data handling programs that is truly fun and rewarding to use. At £24.00 it's money well spent.

PRODUCT DETAILS

Product: Junior Pinpoint Supplier: Longman Logotron Tel: (0223) 425558 Price: £24.00 for the stand alone application, £72.00 for a site licence

Colour THE DRIVING FORCE



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HOMEWARD BOUND

Chris Drage looks at a range of educational programs for young children to use at home

arents often agonise over their childrens' grasp of the three basic Rs, and the latest software from Triple R Education aims to put this to rights. The range covers the fundamental educational topics of spelling, arithmetic and currency manipulation and this software is firmly aimed at the home user.

There are four separate applications within this range: Picture Book, Money Matters and Target Maths are suites of CAL (computer-assisted learning) programs, whereas Converta-Key helps younger children to use the keyboard. Although we reviewed the Archimedes' version, the BBC B and Master 128 versions are very similar.

PICTURE BOOK

Picture Book consists of four programs aimed at helping young children to become familiar with computers. As children are taught lower case letters before upper case, they often find the Qwerty arrangement confusing.

Triple R Education has helped to overcome this handicap by including two plastic strips in the package, which can be applied to the computer keyboard to depict the lower case letters in either an alphabetical or Qwerty arrangement. An opening menu offers a choice of four programs: Alphabet Book, Snap, Spell It and Count 'Em.

FIRST THINGS FIRST

Alphabet Book is a computerised alphabet where letters are represented by objects. To capture the childrens' interest, simple animation is used; as a letter is pressed, the picture appears with its name and an accompanying sound. Of course, young children love the sounds, but some are repetitive, and there is a limit to the enjoyment a single banjo chord can provide.

I would prefer to see the use of a digitised voice reciting the word, so as to reinforce the links between sound, writing and pictures. After all, as teachers we are always trying to emphasise that reading is just speech written down.

The same pictures and sounds are then used in *Snap*, a matching game for up to three players. The pictures



Cozmo helps with basic coin recognition . . .

appear on the screen and to score a match the player presses the space bar. The first player to gain three points is the winner.

Although the repetition of the sounds is guaranteed to send parents potty, children actually love it. Remember though, competitive matching games are hard on the computer's keyboard as youngsters try to be the first to hit a key.

The final two programs also use the familiar pictures: Count 'Em is a counting exercise with three levels of difficulty. A random number of pictures appear on the screen up to a chosen limit of three, six or nine, and the child must enter the correct number from the numeric keys. Spell It requires the child to spell out the letters to match the caption for the picture on the screen the overlay here is very useful. There are two levels, the second of which has no caption to help with spelling.

A pleasing aspect of *Picture Book* is the way that on-screen letters closely match those on the overlay strip, helping to reinforce letter-shape recognition. My four year old loved all the programs, especially the digitised applause for getting things right.

MONEY MATTERS

Learning about currency can be fun and this is obviously the aim of *Money Matters*. Based on a clown's theme, this application, like *Picture Book*, consists of four programs and uses a plastic keyboard overlay. However, this time the pictures on the strip are of coins and other symbols.

In Cozmo's Coins, Cozmo the clown helps children to recognise coins and discover their values. It's a program with three levels in which the third is timed. The next clown in the line-up is Boingy, named after his sprung nose. He chooses a few coins which add



... Boingy is the expert at working out the tips in restaurants ...

up in value to one particular coin and the children must select the correct coin from the set displayed.

Children can earn money in Fizzy Pop, by helping Fizzy the clown to add amounts and give the right change. To add variety, the highest value and the number of coins in the change can be pre-selected.

Piggy Bank is a similar program, in which Toothy the clown thinks of a price and states the number of coins he expects to receive to make it up. The children must select coins to equal both the price and number of coins. The object is to earn as much as possible from Toothy by getting correct answers. These activities have the positive feature of providing help when things go wrong.

Money Matters is not a teaching program, but it does reinforce what children have already learnt and offers practice activities which would be of help in the classroom as well as at home.

TARGET MATHS

Target Maths is another set of four programs. Designed with eight to 11 year-olds in mind, it is intended to make the exploration of maths enjoyable, relating it to the National Curriculum requirements at key stage two.

The handbook describes Eliminator as a fun game which will take the chore out of learning tables, when in fact it does nothing of the sort. Instead it is a challenging task with which to practise and apply multiplication.

Sixteen products are displayed in a square and two factors appear in separate boxes. On the first turn, both factors can be changed, but on subsequent turns only one factor can be altered. To eliminate all the products requires careful planning and in order to obtain 'expert' status, you have to end on the product the computer selects, which is not an easy task when working against the clock.

... and Toothy teaches the virtues of honesty - no short-changing here

Number Facts is based on a knowledge of the properties of prime, square and triangular numbers. The first part allows children to explore numbers and their properties on a hundreds square.

Once confident, they can tackle the second part of the program where, in pairs, they must select numbers that have a chosen property. This is a challenging game which every year five or six classroom should have available.

Scale Factor is another program I would be happy to use in my classroom. The four levels give children practice in reading scales using single place decimal numbers.

At the higher levels, addition or subtraction must be performed first, before fitting the result on a scale. What I particularly like about this program is the challenge of finding the right scale for the target number.

Slider is one of the most difficult tasks on the disc. It is similar to snakes-and-ladders but on a hundred square, with no clues as to which numbers represent ladders or snakes.

The task is to discover which of the numbers take you up and which take you down to reach 99 in the lowest number of moves. It sounds complicated at first, but after two games the overall pattern begins to emerge.

Target Maths is a worthy set of programs. I recommend it to both schools and home users, as an extension of number work that the child has learnt at school.



Boingy keeps on asking

SUMMARY

Most teachers welcome the practice of home-based activities that reinforce what the child is learning at school. But, if a program deals with unfamiliar concepts, it can result in frustration for your child, so it is a good idea to check what you are doing with your child's teacher.

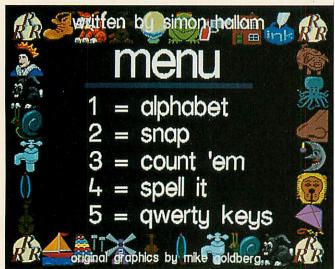
My only real criticism is of Picture Book, not just because the banjo chord used as a sound effect grates on the nerves, but because the opportunities provided by the Arc for sound output are too great not to employ 'talking' books as well as sound effects and pictures. But, overall, the programs make up a well thoughtout range suited to many ages and abilities.

PRODUCT DETAILS

Products: Converta-Key, Money Matters, Picture Book, Target Maths Supplier: Triple R Education, 1 Percy Street, Sheffield S3 8AU Tel: (0742) 700661 Price: £16.97 plus VAT, £8.47 for Converta Key Machines: BBC B, Master 128,

CONVERTA KEY

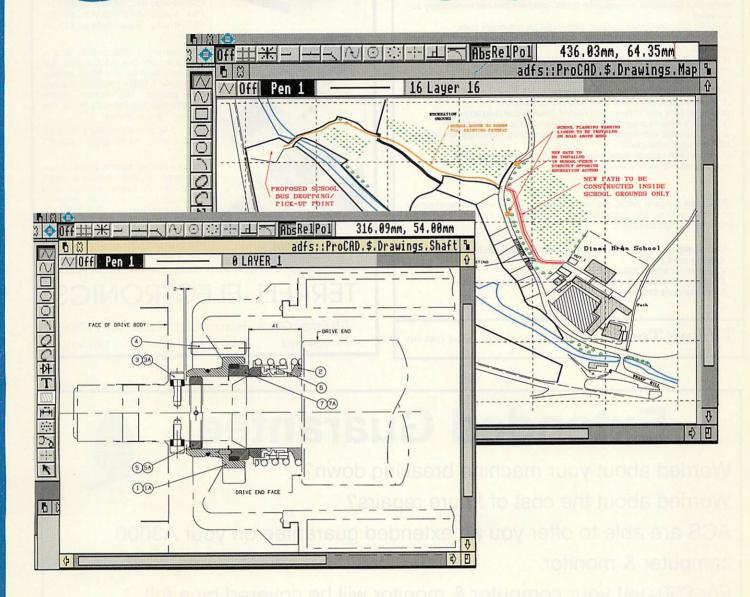
Picture Book and Money Matters both use Triple R's unique plastic keyboard overlays, Converta-Key, designed to make keyboard entry simpler for younger children. It is loaded prior to the software. You are given a choice of a Qwerty arrangement or an alphabetically ordered key strip. The plastic key strips are fastened to the keyboard with the stickyback velcro supplied. Converta-Key comes with eight sample programs which are of little real value. As most Arc programs for younger children use the mouse to pick letters from the screen, Converta-Key may be of limited value. However, you may want to try using Converta-Key with programs for the BBC B and Master 128, which exclusively use keyboard entry. Although this system works adequately in the home, it can never replace a school's overlay keyboard for convenience, reliability and robustness. Converter-Key costs £8.47 but the stand-alone package is due to be discontinued and there are limited supplies only.



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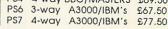
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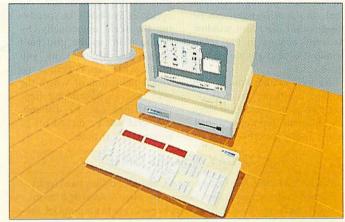
MODERN ART

Arcol has at last been brought up to date with a new desktop compatible version. Rob Miller takes a closer look

he original Arcol was one of the first art packages for the Archimedes computer and was based entirely in Mode 13, making no use of the Risc OS Wimp interface. Instead, it used its own system of pull-down menus, similar to those found on the Apple Macintosh.

But, at the time, Arcol was rather an impressive program, boasting fast sprite handling and comprehensive flood-fill options. It also allowed double screens in the form of two Mode 13 screens, one on top of the other - particularly useful for producing poster-size pictures, which could be printed out using Arcol's own built-in printer driver. A number of other features, such as support for graphic tablets and a collection of painting effects like blend, wash and recolour, made Arcol one of the best art programs available. However, these days desktop compatibility is an essential part of any application, and so ExpLAN have now released a new version, known aptly enough as Arcol Desktop.

Clicking on the Arcol Desktop icon takes you directly into a Mode 13 screen with a menu selection bar along the top. A 256 colour palette is also displayed, plus a brush selection menu and an Undo button. The position of the menu-bar and palette is fixed; not much use if you want to select different colours and work in the top area of the screen. The menu-



bar/palette can be toggled on and off, but this means that choosing a new colour involves switching the palette on, selecting the colour, and then switching it back off. However, hot key short cuts are provided for most tools and this goes some way towards rectifying this problem.

One final problem with the menu bar, is inherent from the first release of Arcol. Any graphics that are drawn or deleted while the menu bar is on are unaffected. This means, for example, that clearing a screen with the menu bar on, leaves a strip along the top of the screen where the menu bar was. Not particularly drastic, but nonetheless an irritation that ExpLAN have promised to look into.

IN ACTION

It is a good idea to start of with a 'wire-frame' sketch of where the various objects will be. A straight line tool is essential for this and comes in useful for creating lines of perspective. Black lines on a white background are easier to view and Arcol Desktop allows you to set the background and foreground colours to any one of 256 available.

Lines can be created by marking one point, and then

dragging the other point to the desired position. Although the zoom window can be used for accurate positioning, it does tend to 'hop' about if you are drawing lines from one side of the screen to the other, or working in the middle. After completing the sketch, unwanted lines can be removed using either a white brush, or rubout. Rubout is very useful and allows any current tool to use the background colour (as opposed to the foreground colour) by using the Adjust button instead of the Select button. The next step is to fill all the blank areas with the desired colours. All colours can be selected from the colour bar, or by 'picking' them off screen. A special 'hot-key' allows 'pick' to be selected without going through a menu. One feature not found in any other art package is Re-shape sprite; used to create the picture on the monitor. The sprite was 'grabbed' directly from the desktop using Arcol Desktop's Grab

Finally, detail such as shadow was added to give depth. Arcol Desktop has a number of effects to allow blending of colour on screen. Pre-cut out sprites can be used as brush shapes, making the creation of drop shadows simple, such as the pillar on the left of the picture.

TOOLS OF THE TRADE

Arcol Desktop is divided into six groups. Tools, Edit, Screen, Effects, Sprites and Text. All six have sub-menus from which individual tools or options can be selected.

Tools contains primitives; lines, graphic curves, triangles and ellipses and so on. Single points can be plotted and a sketch option allows for freehand drawing. A Spray Can tool works well, especially in high resolution modes where the pixels produce a realistic blurred effect.

A comprehensive set of fill options allow objects to be shaded in a number of ways. Horizontal, vertical and circular graded fills are all possible, plus an in-between option that changes the shape of the fill depending on the shape of the object being shaded.

Graded fills can contain up to 16 different colours which are defined by altering a special fill palette. Any colours out of the 256 available can be used, although colours that 'fit together' work best. Unlike some other art packages, there is no option to define a fill palette by selecting a start and end colour.

There are however, a number of pre-defined palette fills that are supplied with Arcol Desktop. These include all the primary colours from black up to full saturation, plus full saturation up to white and they can be loaded, in place of the default settings, via the main palette menu.

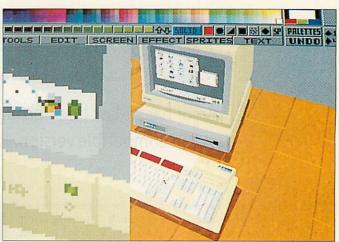
The level of dithering, using alternate coloured pixels to produce 'third' between the colours in a fill can be altered from zero, which specifies no dithering at all, up to nine, giving extreme dithering.

IN CLOSE UP

One of the most vital parts of any art package is the zoom tool. In Arcol Desktop, a fixed 'window' is used to display an enlarged area of the screen. Any part can be enlarged by positioning a small rectangle (scaled to show the resolution of the zoom) over the desired area. The zoom window can then be scrolled up, down, left or right, and enlarged or shrunk for editing. All the tools in Arcol Desktop can be used within the zoom window and any change in the zoom window is also shown on the main screen.

As well as the straight 256 colours available, Arcol Desktop also allows selection from 28 different pre-defined patterns. These patterns are made up of 4 x 8 blocks which can be altered using a built-in editor. New patterns can be saved or loaded from disc to supplement the default selection. When a pattern is selected, it is used as the 'colour' for all successive operations so that you can define your own patterns.

The remainder of the edit options effect the whole screen. The pointer movement can be locked to a definable scale and is set by stretching a grid to the desired size. No option is available for specifying the scale numerically, by typing it in, so the grid isn't always as accurate as you might wish. Also, there is no visual indication of where the grid lies, so positioning lines and shapes can be difficult. The grid can be turned off or re-sized at any time.



Zooming in on a pictorial detail

A picture can be cleared at any time to the currently selected background colour. oddly enough for such a drastic action, no check is made before the picture is deleted although you can resort to the Undo option which allows you to backstep the last action.

Undo can be selected from three different places; the main menu, the Edit sub-menu and through the hot key U, and this is one point where the menu bar problem becomes apparent. Selecting Undo via the menu bar only undoes the part of the screen not obscured by the menu bar, leaving an unwanted strip across the top of the screen.

SPECIAL EFFECTS

The list of painting effects is perhaps Arcol Desktop's strongest feature. Different effects can be selected (one at a time) to alter the way in which colours are painted on to the screen.

Apart from Solid, all the options produce a colour depending on what is already on screen. For example, Invert changes the colour of all pixels to their opposite; rather like looking at a colour photograph negative. Wash and Blend both have the effect of mixing the currently selected colour with that on screen.

Recolour, Cycle, Anneal and B&W all swap the current colour for another. Recolour requires two 'fill palettes' to be selected and swaps any colour from the first to its equivalent in the second. Cycle uses a 'fill palette' as a look-up table and changes any one colour to the next in the list. Anneal has a similar effect but uses the full 256 colour palette as the table. B&W changes all colours to their grey-scale equivalent.

SPRITES AND TEXT

Sprites can be altered in a number of ways, the most impressive of which are Stretch and Rotate/Scale. A sprite can be reshaped to fit into any four-sided shape or squashed into a ball. All sprite manipulation is carried out in real-time; for instance a sprite will actually rotate as you move the mouse, and is most impressive, especially Arm3 based machines.

The text option provides a number of fonts which you can use for captioning and labelling. No use is made of Risc OS outline fonts, although it is possible to use Arcol Desktop's snapshot facility to 'grab' words as sprites, from a Draw window on the desktop.

The supplied fonts are all bitmaps (made up of a grid of pixels) and so they cannot be scaled in size, without losing quality. They do, however, provide a quick method of adding text to a picture. Twelve text styles are supplied with Arcol Desktop and new ones can be created with the built-in font editor.

SCHOOL WORK

Arcol Desktop is aimed mainly at schools and so a selection of worksheets have been designed to illustrate various ideas relating to the program. They cover topics such as shading colour separation, effects and general design.

Nine worksheets are available and all can be copied for use in the classroom. All the

A DAY IN CLASS THREE

One day, just before our Easter holidays, myself and Class three (years four and five) spent some time 'hammering' away at Arcol Desktop to check it for faults. Given that we were beginners with the program, the children's efforts were largely experimental, using the numerous possible effects. Although we did not produce a vast number of completed pictures in this short space of time, we did manage to get some examples and also jot down some thoughts about the program. We particularly liked the single main menu at the top of the page. It is frugal with space and its easy to operate. Most options were easy to use:

we found the Zoom and Undo options particularly useful and one 'short cut' options that we liked was Pickcolour. Also Cycle, Shade fill, Wash and Blend proved very popular and the palettes can supply a good choice of colour. We preferred to have the words printed in the options rather than symbols and changing the menu title from Mode to Effect has made its purpose clearer. Overall, Arcol Desktop is much preferred to the original program as we can now run more than one program at a time. Mr Mackey, Lea Primary School





worksheets are clear and informative with examples where appropriate. Perhaps the only minus point is that they are in black and white.

A disc is supplied with the worksheets which includes files relating to the topics discussed. The worksheet kit costs extra (see product detail box) but is included free with an Arcol Desktop site licence

THE COMPETITION

Of course, few applications are released into a vacuum and in order to succeed, Arcol Desktop will have to compete against other graphics applications, such as Atelier and Revelation 2.

Atelier is the oldest program of the three and certainly shows it, with its pre-Risc OS front end. It is also limited to Mode 15 (640 x 256) graphics so that any pictures produced with it look relatively chunky.

Like Arcol Desktop, it runs from the desktop but uses a separate screen when the program is actually running. A single pop-up menu gives access to a number of submenus that contain the various tools to produce the artwork.

Accurate line drawing is simplified by the cross-hair window which is permanently on. This gives a magnified view of the part of the screen that the pointer is currently over. Simple pixel editing can also be done without having to have a special zoom window. Perspective lines are simple to create using the ray tool. This allows lines to be drawn from the same start point, for example, a vanishing point.

Atelier contains virtually every fill imaginable, apart from the multi-directional fill found in Revelation 2. Graded fills can contain up to sixteen shades and new selections can be created by specifying the start and end colours, as in Revelation 2.

Shadowing and highlighting are possible with the blend option. No facility is available to use cut-outs as brush shapes, so all shadowing/lighting must be drawn by hand.

Revelation 2 is by far the fastest art package on the Archimedes, even though it runs entirely on the Risc OS desktop. This means that all the tools have a more responsive feel. Lines can be dragged around the screen without any delay between the mouse pointer and the end of the line. Line drawings are therefore particularly easy to create.

The zoom tool in Revelation 2 just consists of a new window in which a magnified version of the current picture is displayed. Any number of zoom windows can be created and any magnification can be set from 1/4 to eight times that of the original.

By using a zoom window, accurate line drawing is easy, even across the full width of the picture. If you have a large magnification set, the window automatically scrolls if the pointer is dragged outside the visible area. Movement around a zoom window is also made easier with the 'hand' (or pan) tool. This allows a window to be scrolled around in any direction.

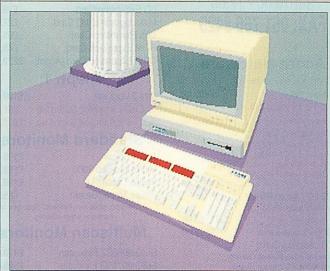
Revelation 2 is the only art package (at present) to have 'any-direction' graded fills. To create a greyscale running from the bottom left to the top right of an area, just select the start point and end point, and it will fill between the two. Up to sixteen colours can be used for graduated fills. Revelation will 'calculate' any selection given the start and end colours. Creating shadows in Revelation 2 is possible by washing (blending) black with an existing colour. No facility exists to use cut-outs as brush shapes, so all shadows must be drawn in by hand. An overall 'softening' of a picture can achieve a more realistic picture by removing all the jaggedness of lines. The 'blur' tool was used across the whole scene simply by dragging a box over the entire area.

WHAT'S NEW?

Unlike the original program, Arcol Desktop allows you to edit pictures in any 256 colour mode. A new mode is selected from the Risc OS desktop and used in any further editing. Any existing pictures or sprites are automatically converted into the new mode.

Sprites can now be imported from any other 256 colour mode. Currently available sprites are shown in a window on the Risc OS desktop in a similar way to Paint. New

THE COMPETITION





Atelier (top picture) allows easy colour with every fill imaginable, and Revelation 2 (lower picture) is the fastest art package for the Archimedes

sprites can be added to the pool by just dropping them onto this window. Selection is also done via the desktop by clicking on the desired sprite.

All sprite and screen, saving and loading is now carried out from the desktop. Printing is now possible from the desktop via the standard Risc OS printer drivers and a special option allows posters to be printed on multiple sheets.

CONCLUSION

In the light of recent art packages, Arcol Desktop looks rather dated. The attempt at incorporating what effectively is a stand-alone program into the desktop environment, only partially works. The need to switch to and from the desktop, each time you wish to load or select a new sprite, is very awkward. And because

the bulk of the program is not Risc OS-like, it can be confusing to the untrained user.

However, in terms of value, Arcol Desktop is very good good buy: £50 is not a high price to pay for so many features. But if ExpLAN want Arcol Desktop to be a serious contender to Revelation 2, a third release would have to be fully desktop compatible.

PRODUCT DETAILS

Product: Arcol Desktop Supplier: ExpLAN UK Limited, 20 Plymouth Road, Tavistock, Devon, PL19 8AY Tel: (0822) 613868 Price: £50; site licence (inc school worksheets) £250; separate worksheets £12; upgrade £6.50. All prices exclude VAT. Machines: Arc, A3000



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GAIVIE SHOV

ritish olympic stars, such as Fatima Whitbread and Linford Christie, are lending their personas to a new game being produced by Krisalis Software with help from Acorn. Provisionally entitled Quest for Gold, the five-event game will be the only athletics simulation available for Risc OS machines apart from the rather disap-The pointing Olympics, released by The Fourth Dimension three years ago. It will fill an otherwise obvious gap when Olympic-mania hits planet earth in July.

The game, to be released on all formats in June, will be structured in a similar way to other Krisalis' sports games, comprising two parts: a management section, in which the

athletes are trained and an arcade section, where they actually compete.

In training, the athletes' progress can be analysed with the help of graphs and charts. Digitised video footage of Fatima et al can offer advice and clues whenever a dilemma is reached, though as a respected trainer your word is definitely final!

The arcade part is split into five events: hurdles, 100 metres, high jump, long jump and javelin throwing. Players are represented on screen as large digitised images of real athletes rather than the drawn sprites that most games use. According to the producers, this makes motion very realistic and it looks 'superb'. The game will accommodate up to

four human players and in multi-participant events, such as the 100 metre sprint, each successive player will see a replay image of the previous effort running along side. This provides something to compete against, given that it is not possible to squeeze four people comfortably onto one keyboard to race together.

The endorsement of six famous athletes in Quest for Gold (an exclusive feature of the Acorn version) undoubtedly be a great boon for the game. And if, for some reason, you aren't their greatest fan you will appreciate one aspect of the management section, where you may cunningly over-train the competitors to the extent that they keel over with exhaustion and die!

Bad news from The Fourth Dimension: Spitfire Fury and The Exotic Adventures of Sylvia Lain have been cancelled due to 'author problems' before completion, despite advertising since well before Christmas. Production director, Mark Botterill said, 'We have never specified a price for Spitfire Fury so noone sent us any money and all cheques for Sylvia Lain will be returned uncashed. Hopefully was printed by the expected release dates on our ads and we have never claimed they were ready to buy.' Expressing regret at the losses he added: 'It is possible that Spitfire Fury will be finished off next year but I don't advise anybody to hold their breath.'

Sam Greenhill

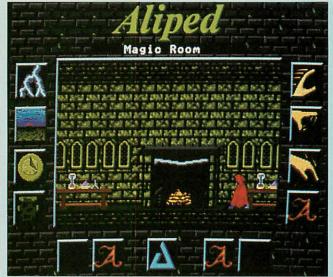
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Apparently you wish to marry Natasha. Apparently her evil step mother has put a nasty spell on you. Apparently you are imprisoned in a deserted castle. Apparently you have five days to find a counter spell or die in the attempt. Unfortunately I've played more interesting magazine type-in games.

You wander around a castle, which seems to be mainly stairs, trying to find the bits and pieces needed for your spell. I played through the entire game with the help of a written solution but, try as I might, I could see no clues, no matter how subtle, as to what I was actually meant to be doing.

To break the tedium of the endless stairs and corridors there is an occasional log fire but its crackling can be heard almost continually which is very irritating as there is no sound on/off control. The sound is actually stereo with the crackling moving between



Aliped: A game that seems to be stuck in the eighties

the speakers as you walk past the fires. Unfortunately I found one fire where the sound got stuck on the right channel and from then on all sounds came entirely from the right!

The game is side view and for some reason north is up, as opposed to forwards. Controlling your wing-footed character, via keys or the mouse, is unbelievably difficult movement is based on the absolute position of the mouse pointer on the screen rather than in relation to your figure. Picking up objects as you walk by them also involves many frantic mouse clicks, with more than one button.

There are two sorts of doors: side on ones that creak very loudly and don't give you your key back, and head on ones which don't eat your key but need a combination of mouse clicks to open. At least one door I found was wide open one way and locked the other, so you can actually get trapped behind it! Mouse clicking only works when the pointer is inactive in the central area of the screen but, as your character can move around the whole screen, it makes doing anything a very tricky proposition indeed.

There are no baddies to avoid or shoot and very few logic puzzles, just an awful lot of stairs. The only real puzzle I encountered, by following the instructions, could be avoided by doing things in a different order.

This game has a 1988-ish feel to it, which is not surprising really, as Dabs Press has been promising Aliped since the release of Alerion. The back of the box claims 'stunning use of stereo sound' and 'graphic defocusing found only in the highest quality animation sequences to enhance depth perception'.

I'm just a tad disappointed that this means a handful of crackling fires and a couple of blurred background sprites. Caveat emptor - don't waste your money.

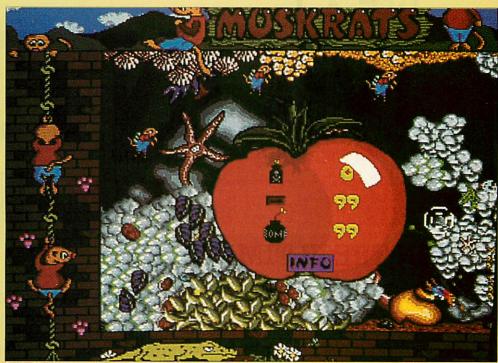
Danny Lanfranc

PESKY MUSKRATS

Coin-Age Tel: (0282) 692688 All Risc OS Machines £25.99 plus VAT

According to the encyclopedia, a muskrat is a North American rodent that secretes a nasty pong from glands in its groin. This is presumably why the object is to prevent a muskrat population explosion. But it's not easy because a pair of muskrats are eminently capable of putting an entire warren of rabbits to shame, given half the chance. They need only pass one another casually and before you can say, 'Oh dear, it probably wasn't wise to let that happen,' a dozen or so baby muskrats suddenly pop up wearing nappies!

Pesky Muskrats is described as the opposite of Lemmings. The aim is not to save the critters but to eradicate them as quickly as possible, by poisoning them or activating traps. There are some similarities: like lemmings, your average muskrat is about as intelligent as an educationally sub-normal carrot and it will generally plod along until it meets an obstruction. The game is entirely mouse controlled. Each of the buttons has a different



Pesky Muskrats: smelly and stupid but very good at reproducing

effect, enabling you to select bricks, bombs or poison from a menu and position them using Select. It's true that 'muskrats get everywhere' for they must be dealt with underwater, in space and among rocks and dinosaurs in prehistoric times. This three-phase theme is repeated throughout the 63 levels.

The traps are activated when you click on them and annihilate any nearby rat in a variety

of humorous ways: it could be sat on by a dinosaur, grabbed by an octopus or even vaporised by a laser gun.

Graphically, Pesky Muskrats is very good, even though only half the screen is used as the playing area. It's great fun to play but more than three sets of scenery would have been nice. The amount of disc swapping and waiting between games annoyed me intensely. After three tries at a level you must swap discs twice and wait for over a minute. I calculated that I swapped discs nearly 250 times for this review!

There are certainly areas where Pesky Muskrats lets itself down but overall there is just enough challenge and playability to make a worthwhile game.

Sam Greenhill

GRIEVOUS BODILY 'ARM

The Fourth Dimension. Tel: (0742) 700661 All Risc OS machines £21.23 plus VAT

As groans provoked by the shamelessly punning title subsided, I found this was really rather fun, in a mindlessly violent sort of a way. Your character has the attitude problem of Mr T with the fighting ability of Bruce Lee and he's a man with a mission to beat everyone senseless. You do this while strolling through a wide variety of scenarios, ranging from an office block to an industrial complex, picking up weapons as you go.

It's not all that easy though, as you have to deal with assorted burly thugs who look intent on scooping out your head and using it as a fishbowl. I encountered 'lady whiplash', who possesses a fully functional whip and a breed of psychotic cat which will fly at you, claws and teeth bared. The RSPCA might not like that bit very much.

Your muscle-man is also credited with some intelligence and must work out how to get out of various tricky situations. The game constantly catches you off guard though; just as you're grappling with a logical puzzle, which depends on split second timing and precision of movement, a large rotating saw will whizz between your ankles.

This game really does have the frenetic atmosphere of an arcade 'Beat'em up'. This is achieved by using 16 colour graphics and an almost constant animation rate of 50 frames per second, even with several adversaries on screen simultaneously. The advantage



Grievous Bodily 'Arm indulging in some mindless violence

fewer colours, using combined with areas of unblemished wall space is that they have been enormously compressed onto the two discs, providing an astonishingly large area to explore. The cartoon-like backdrops are detailed and humorous too, giving the best of both worlds. As well as all this, there is a large sampled repertoire of crystal-clear grunts, crashes and plaintive miaows, which all add to the violent ambience - truly a game to play through a stereo!

Mat Tizard

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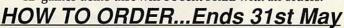


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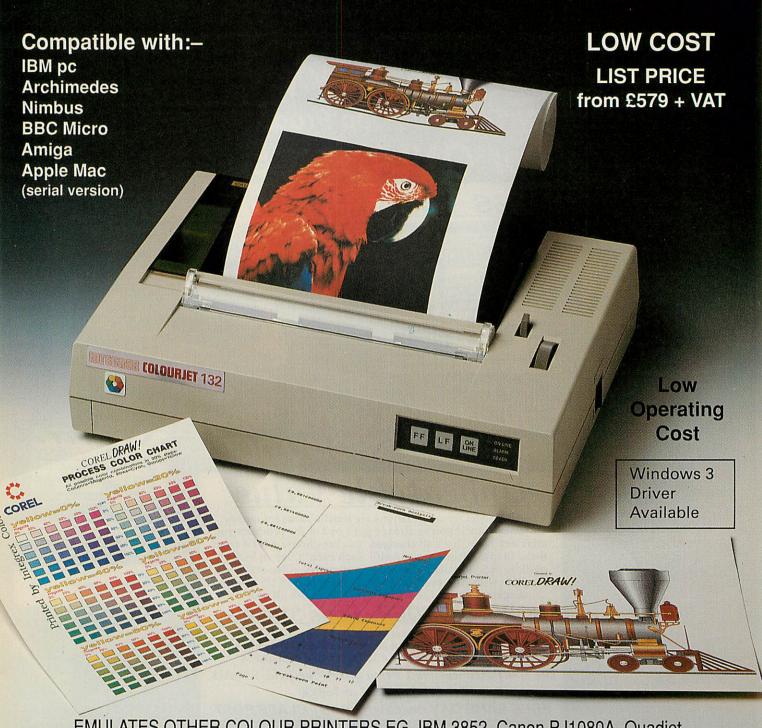


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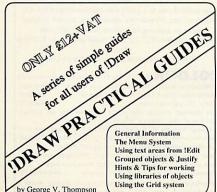
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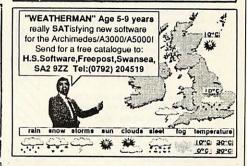


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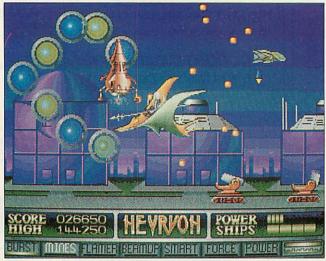
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Where are all the Archimedes advertisements? Why do PC enthusiasts not even know about the Archimedes? Where is the Archimedes notebook computer? Where is 24bit colour?

Acorn are playing the selling game in a strange manner. You only get sales and profits up by having a good product, which they have. However it also has to be marketed correctly. I feel that relying solely on the education market and not attacking the business market, Acorn have missed a golden chance. No adverts in the IBM PC magazines, no business-related products like a notebook. Am I stuck with just a home computer with a limited future?

Most of these comments have been made before by other people but where is Acorn? Companies like Computer Concepts, and magazines like BBC Acorn User have actually done the job of selling the Acorn Archimedes.



Nevryon, are the big bad baddies bad enough for you?

So what do I do? Do I battle on with my Archimedes while the rest of the world accelerates with Notebooks, 24-bit colour, Windows 3.1 (which is bad, but PC owners know no different, do they Acorn?) Or do I get rid of my Archimedes and buy a Mac Powerbook and take a step into the real world? Do I have a choice, Acorn?

> Ian Kingston Crewkerne Somerset

All sources from Acorn point to the portable launch being not far away. Sam Wauchope, Managing Director of Acorn Computers Ltd said to BBC Acorn User last month that the laptop would 'be seen publicly within the next two or three months'.

And recently at the Which Computer Show, Acorn took a step away from education. Their stand was devoted entirely to Acorn DTP solutions, with Computer Concepts and EFF showing their products on the Acorn desktop publishing system.

MOVE THOSE SPRITES

I own a BBC A3000 and have at home a couple of shoot-emup games.

I wish to make out a point for future shoot-em-up games authors. Most of the games produced are R-Type clones, but why is it not possible to make a real R-Type game? If it were possible, I would urge Krisalis to convert one for the Archimedes, especially if it was R-Type 2.

What I really mean is that most games do not contain the real arcade flavouring. For example, when one meets a gruesome alien which guards a door to the next battle zone why does it seem that it is rusted and only able to shoot from one point?

In R-Type 2 the aliens are dangerously tricky, being able to move and have multiple firing systems. Also they have some kind of intelligence as they are able to corner you and blast the living daylights out of your ship. So come on, you games programmers, get some real movement into those monsters.

> Daniel Zerafa Ghajn Sielem

Watch out for Scorpius, coming soon from Arxe Systems. From the way the rumours are buzzing it sounds like quite some shoot-em up.

VARIABLE VOLUME

Is it possible to make the sound on a BBC any louder than it is with the -15 setting in the SOUND command, and does it involve soldering?

Richard Keeble

Epsom Surrey

If your BBC Model B is not loud enough already, then it probably means that the internal volume isn't set to full power.

If you take the top off your Model B and trace the wires from the speaker to their source, just left of the socket

is a small variable resistor marked VR1. While holding down CTRL-G use a small screwdriver to turn this clockwise until the desired volume level is reached. If this still isn't loud enough then you can always run the wires out of the machine and connect them to a small amplifier.

You can also pick up some early Beebs and Electrons on AM radio with a bit of fiddling with the tuning knob, so your Beeb might be able to produce sound at some wattage from a standard home Hi-Fi without opening the case.

FILECORE FIX

I was reading the Questions and Answers section, BAU April '92, and M. Dunkin of Lincoln wrote in asking for a remedy for the dreaded 'Filecore in Use' error. He was told to dismount discs. This does work, although it will not when you are actually given the error on screen.

Also he said that he is using a lot of discs at once, so dismounting them will not stop him from needing them.

There is a more effective way of killing the error when you are actually given it, and you will not need to dismount your discs. When you get the error do the following:

First of all Press F12. this give you the error 'ShellCLI Task Still Active'. If so then you will have to type the following commands into the New Task box, accessible from the Task Manager Icon.

Type the command RMKill Filecore%adfs and press RETURN. Then type RMReinit adfs and press RETURN twice.

You will now be able to use the filing system again.

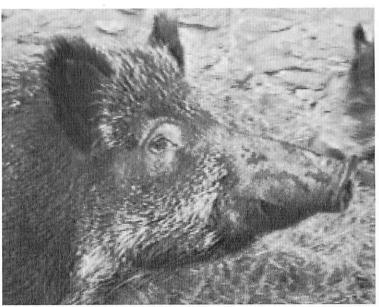
Miles Carter Chandlers Ford Hampshire

Although this temporarily stops the error it is not recommend as a permanent cure, merely a temporary fix. As pointed out in *INFO some months ago the RMKill and RMReinit commands are best used so that you can save all of your work and then reset your machine.



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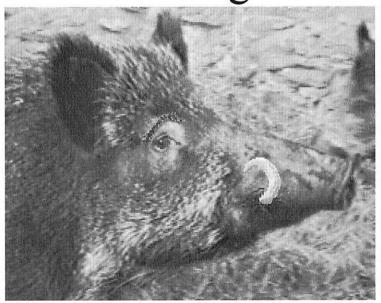
The HCCS Vision Digitiser is in effect a real time video digitiser, ie. it can digitise and store a video frame within its own period. The time taken to transport this data through the podule interface and reorganise it to fit into any one of four screen modes takes about one second. That is the preview or 'Continuous' mode. When the right picture is in frame you can freeze it and have it 'Processed', as we did with Brutus here. The enhanced



Go Wild with a Vision Digitiser!

image can then be saved in the normal Risc_OS way, and later loaded into an art package such as !Paint (bundled with every Archimedes) in order to make those small enhancements!

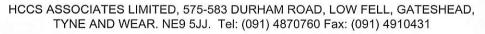
What do you need in order to accomplish this? Simply any standard PAL video source (we used a Canon Camcorder) and a Vision Digitiser £49 + VAT for A3000 and Archimedes. £62+VAT for A3000 External model.



TECHNICAL SPECIFICATION

- 6 Digitised bits expanded to 8 Modes 12, 15, 20 and 21 available Image size of 250×640
- 256 Greyscales Colour Option available from June Risc_OS Compliant PAL (1V pk to pk 75 Ohms) input On screen Contrast and Brightness controls ETT (Error Transfer Technique) Captures image in real time Takes 1 sec. (A5000 0.5 sec.) approx. to display 'Continuous' image Takes 12 sec. (A5000 4 sec.) approx. to display 'Processed' image







ACORN ARCHIMEDES TITLES FROM SUPERIOR SOFTWARE



Give your computer a voice with this high quality speech synthesiser, which is both easy to use and very flexible. It can directly speak words you input or text files, or you can use phonetic input to add stress/intonation, speak foreign languages or even sing! An easily modified spelling program is included. For just 20 quid, Superior is offering a bargain here" ... Computer Shopper (Aug. 91) "The most sophisticated of the speech programs" ... Special Solutions News - Acorn Computers (Autumn 91) "Unquestionably the best buy" ... Micro User £19.95



AIR SUPREMACY

In this unique game, you can swap between air and ground/sea forces as the battle develops. Practise with the biplanes and tanks of 1918 Europe, the fighters and gunboats of the Pacific 1944, and the guided missile jets and desert tanks of the Gulf 1991, Then to 2150 and the final challengel

"The sense of speed when flying around is excellent. Skimming along the ground in a stealth fighter is particularly fun" ... BBC Acorn User (Dec. 91)

"The ultimate dogfighting game - will take weeks of intensive play to complete - sinks its hooks into you and doesn't let go"

... Archimedes World (Dec. 91)

£24.95



SUPERIOR GOLF

plus CONSTRUCTION SET

The complete golfing game for 1 to 4 players, designed exclusively for the ARCHIMEDES Realistic gameplay with a choice of six courses (St Andrews, The Belfry, Victoria and three Sea Palms courses), plus Driving Range and Practice Green. Full feature hole and course design and editing facilities.

"Technically brilliant, graphically excellent and incredibly playable. Worth going a fairway to buy" ... A & B Computing (now Archimedes World) (Dec. 90)

£19.95





ZARCH

David Braben, co-author of ELITE, has harnessed the speed and performance of the ARCHIMEDES to create a programming masterpiece. Nervetingling gameplay over a massive 3-dimensional landscape, with realistic area shading and accurate perspectives. Totally addictive.

"LANDER - which is supplied with the Acorn equipment - is fun; ZARCH is a game. ZARCH has a map, it has a string of bad guys and most importantly of all it has a series of challenges that develop as you play the game. And that's what gives it the quality possessed by the greatest games" ... BBC Acorn User (Nov. 91)

£19.95



CONQUEROR

Step into a tank of your choice and experience the thrill of controlling one of the most powerful land vehicles in the world, in a 3-dimensional landscape of roads, hills, villages, rivers and woodland. Choose the Arcade or Attrition games to develop your skills, and then ultimately the Strategy game, a full battle simulation with up to 16 tanks per side from American, German or Russian forces.

"What I want is a thinking man's shoot-em-up and CONQUEROR fits that bill" ...Micro User (May 88)

A highly addictive tank simulator ... Learning Curve Magazine (Aug. 90)

€24.95





HOSTAGES

The highly acclaimed, top-hit ATARI/AMIGA game, now reaches the ARCHIMEDES. Commando action and strategic planning as you rescue the hostages from the besieged embassy. Brilliant, realistic graphics and exciting gameplay...superb digitised sound effects and tunes...keyboard or mouse control.

"Graphically the game is very nice indeed. Your men run around, jump, leap, roll and die with great aplomb and the animation of them is excellent" ... A & B Computing (now Archimedes World) (Dec. 90)

£19.95



REPTON 3

Four of the most popular strategy games ever produced for Acorn computers in one great value-for-money package. Four complete Repton games - REPTON 3, AROUND THE WORLD IN 40 SCREENS, THE LIFE OF REPTON and REPTON THRU TIME - with choice of four tunes and a position Save/Recall facility, plus easyto-use screen and character design and editing facilities.

"REPTON 3 is an on-screen strategy program which children from seven upwards simply adore. No library of games software is complete without REPTON 3 - It is a must ...BBC Acorn User (Nov. 91)

£19.95



MASTER BREAK

A snooker-style trivia quiz for 1 to 4 players. Over 2000 questions on SCIENCE & NATURE, POP MUSIC, GEOGRAPHY, SPORTS & PASTIMES, ARTS and HISTORY. Digitised pictures include: sport and pop stars, famous places, animals and world leaders. Amusing and educational. Can you get the maximum break of 147?

"The digitised pictures and sounds are very nice indeed. The timer really adds atmosphere - I panicked the first time I tried to answer a black question...it's good to play on your own or with friends" ... Micro User (Mar. 91)

£19.95

SPEECH!, HOSTAGES, MASTER BREAK and the REPTON games are also available for the BBC MICRO/MASTER and ELECTRON computers. Please write to the address below or telephone for a full list of our BBC MICRO/MASTER (including MASTER COMPACT) and ELECTRON titles.



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PAYABLE TO "SUPERIOR SOFTWARE."

OUR GUARANTEE

All mail orders are despatched by

first-class post
Postage and packing is free
Cassettes and disks that are faulty on receipt will be replaced immediately

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